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Comics Buyer's Guide®

JULY 5, 2002

#1494

a Krause Publication

GET A BANG OUT OF WIZARD WORLD! **Wizard World Chicago July 5-7!**
Show preview, page 84

Your 21st Century ink globule delivery system!

Shonen Jump hops to U.S. via Viz

The top-selling comic book in Japan, *Shonen Jump*, is coming to the U.S. by way of Viz Communications. The anthology, first published in 1968, sells 3.4 million copies a week in Japan, and will first appear in American comic-book stores in November. A cover price has yet to be determined.

Viz Communications Marketing Associate Elena Ontiveros told ***CBG***, "We wanted to release a magazine like this for quite a while, and I think the industry could use it." The San Francisco-based company has a licensing deal with Tokyo-based Shueisha Inc. to release the comic book in America. Viz plans for the American *Shonen Jump* include starting with a print run of 100,000 issues a month, but the company's plan is to be up to a million issues a month within three years. ✦

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SO MANY COMICS, SO LITTLE TIME

cover story

CRUSH OF SUMMER AUCTIONS TESTS LIMITS OF GRADER'S SYSTEM

By **Nathan Melby**

With the summer convention season heating up, the summer auction season also steps into high gear this year and, while the comics auction firms themselves are busy, producing catalogs, inventorying, and describing lots, they're also in a rush to have many of the top comics professionally graded by Comics Guaranty Corporation.

CGC Primary Grader Steve Borock told ***CBG***, "It's unbelievable, basically we're inundated with work. We can't hire people quickly enough."

Among the major auction houses that heavily feature CGC-graded comics in their sales, Heritage Comic Auctions will send more than 3,000 comics through CGC. The company's upcoming Signature Auction, scheduled for July 5-7 at Wizard World Chicago has a restored copy of *Action Comics* #1 as well as a high-grade copy (VF/NM 9.0) of *All-Select* #1.

Borock added that overtime has become a way of life for the graders at CGC. "The days are anywhere from a basic nine-hour day, which is rare, to a 12- to 13-hour day." He also noted that Walkthru service, where comics are graded the same day they arrive at the company, has quickly become the grading method of choice for many customers who need their books evaluated quickly.

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This issue was shipped June 17

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PRE-1990 comics	PRE-1990 comics	PRE-1990 comics

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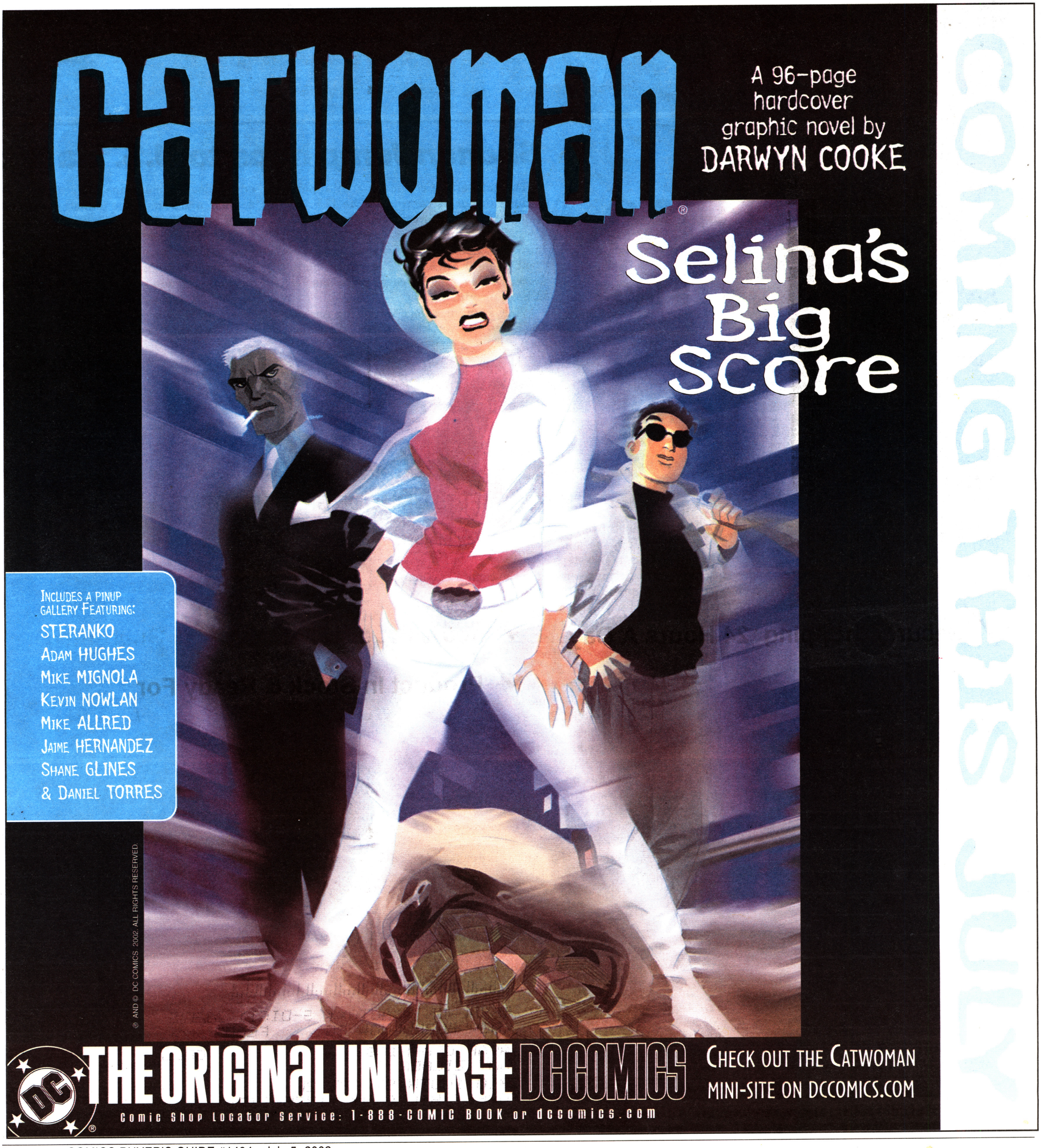
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July 5, 2002

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EDITORIAL

It's not over till it's over

With Free Comic Book Day behind us, what's next?

Maggie **Thompson**

When I went to see *Insomnia,* I was pleased to see signs of *continuing* good connections to the comic-book field.

First, in the theater's lobby there was the maintained display from Powerhouse Comics, an Appleton comic-book shop, with information on Spider-Man. The film with Tobey Maguire as The Web-Spinner is still doing well, and attentive shops can continue to benefit from that fact.

Second, this year's *Men in Black* movie (the second to be based on Lowell Cunningham's black-and-white comic-book series first released by Aircel in 1990, three years before *The X-Files*) is coming July 3, right before WizardWorld Chicago. Again, Tommy Lee Jones and Will Smith will protect the Earth from the scum of the universe. Here and there around the country, canny reviewers will note the origins of *Men in Black* and even the existence of later *Men in Black* comics by Cunningham for Marvel.

Third, one of the trailers with *Insomnia* promoted a film scheduled to make its debut Aug. 2, in the midst of Comic-Con International: San Diego. *Road to Perdition* looks as if it's going to be a landmark success for DC's Paradox Press program.

The movie stars Tom Hanks, Jude Law, and Paul Newman and is directed by *American Beauty*'s Oscar-winning Sam Mendes. The 1998 graphic novel was written by Max Allan Collins and illustrated by Richard Piers Rayner — and the trailer looks as if the film captures the compelling nature of the book.

In stores in June is a novelization by Collins of the screenplay by David Self based on Collins' graphic novel. That's keen, but what comics fans would do well to spread around is the graphic novel, with Rayner's evocative art. Rayner obviously works with photo references but he takes the next step, transforming story and art into a consistent, informing view of Chicago and its surroundings during the Depression. (The story involves a mob hit man [Hanks] who's also a loving husband and father. When tragedy strikes, he and his son join forces to survive and find revenge.)

Not listed *yet* in a check of *www.amazon.com* is a reissue of the graphic novel, which has been out of print for some time. While eBay has lots and lots of copies of the movie poster for sale, only one listing for the $14 graphic novel was visible on coming or completed auctions. The *www.half.com* site had a few copies, but buyers will need to proceed with care, now that there are two very different editions by the same author. (The ISBN number for the original is 0-671-00921-4; the new one is 0-451-41029-7.)

The good news is that the graphic novel *Road to Perdition — New Edition* is scheduled to hit shops July 3 (yes, right before WizardWorld Chicago). And it's at the same price point as the earlier edition. So it'll be an easy matter to keep a focus on comics as great entertainment. We can all keep the word alive that there are exciting comics origins for what promises to be a terrific summer of adventure entertainment. ✦

It was no Golden Age

What we have today is what we were dreaming of then

Before you get all misty-eyed over the Golden Age, when you see those wild covers in incredible auction catalogs and online postings, pause to reflect how good we have it *these* days. Even if you yearn for the wonder years of the Silver Age, I'm telling you, we were yearning then for what you've got right now.

In those days, remember, chances are that any photocopy machine you could find would only make a negative copy, and you'd be happy to have it. The idea of a fax (or of a freeze frame on a videotape, should such a wonder as videotape be available to the public) had not entered most people's minds. (Well, actually, I recall a hot debate over the impossibility of a videotape freeze frame. But I digress.)

But you've heard all of that sort of thing before. Take a step to the right, however, and consider the cool stuff comics readers have at our fingertips today. We can inventory our comics collections on a database. (Heck, we can buy a ready-made database packed with information on thousands and thousands of comics — and we can even print inventory labels for our collections, using that database, as I've remarked many, many times with reference to Human Computing's ComicBase.) We can buy plastic bags to store our precious treasures so they'll survive till the *next* time we want to read them.

We've got *book* collections of some of the fundamental stories of the fantasy worlds we enjoy. (Get the parallel here: If we'd had at the start of the Marvel Age of Comics what we have now, we'd be looking at bookshelves packed with complete reprints of the comics that came out 20 years and more before — which is to say, complete reprints of the adventures of Captain America, Superman, Batman, and so on.) We can enjoy samples of most of the syndicated comic strips running in America today, albeit on a slight delay, thanks to syndicate websites.

And a tip of the Thompson Topper to the comics shops of North America. We can find out what's coming and — oh, dream of dreams — we can order it in advance! ✦

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FINDING HISTORY

Robert Beerbohm
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Fremont, NB 68026

Letters **To The Editor**

Just read your column in ***CBG*** **#1492**. It is good that price structure discussions besides CGC slab scenarios have found their way into ***CBG*** again.

Regarding Rozanski's comment, "If you look at the prices from the wonderful new Victorian Age section in the front of this year's guide you'll see that Bob chose to list only fair (1.0), Good (2.0), and Fine (6.0). To my way of thinking, that is pretty good methodology."

Thanks for the kind words, except Rozanski credits the "wrong" Bob — since I, Robert Beerbohm, am the one who compiles and controls the Victorian and Platinum Age sections for the *Overstreet Comic Book Price Guide*.

I do so in conjunction with co-writers Doug Wheeler and Richard Olson, but so far I am the final say in what goes into the section of the guide beginning page 260 through the end of the "Concise Origin of the Modern Comic Book" essay on page 311.

I placed my first input in the Platinum Age section of the 1997 Guide with a 15-page historical piece, skipped the 1998 guide, and have been the controlling factor in the section since the 1999 guide.

That includes three intro history essays and the two price indexes for Victorian and Platinum Age era comic book items.

This year, I even physically laid out all the pages and picked almost all the representational cover repros except for most of the visual aid used in the Victorian essay, which was supplied by cohort Doug Wheeler.

We are proving that American comic books began as early as 1842. We know we have just scratched the surface. Look for the sections to grow, adding many more pages once again in the 2003 Guide.

Mention should be made that, in this new Victorian section, all the price listings prior to the 1860s are as "???."

This is because we are not seeking to "create" a marketplace, *i.e.*, becoming the "market maker" for these early comics.

In the next couple years, prices will be layered in on those currently listed as "???," based on documented sales. Our main thrust initially is to simply document the existence of the material.

In addition to raising prices, I have *lowered* prices on a number of Platinum Age items the past couple years which have proven to be a lot more common than previously contemplated.

This is with the full agreement of the workers in Timonium.

Examples of this would be the earliest numbers of the Cupples & Leon *Bringing up Father* and *Mutt & Jeff ca.* 1919-1924. These are common as dirt.

It is the later C&L issues, from 1930-1933, which are the hardest to locate, and I have reflected those prices higher than the earlier numbers. I am building the sections to reflect true rarity, or lack thereof, both in simply finding a copy in *any* type of grade as well as finding copies in higher grades.

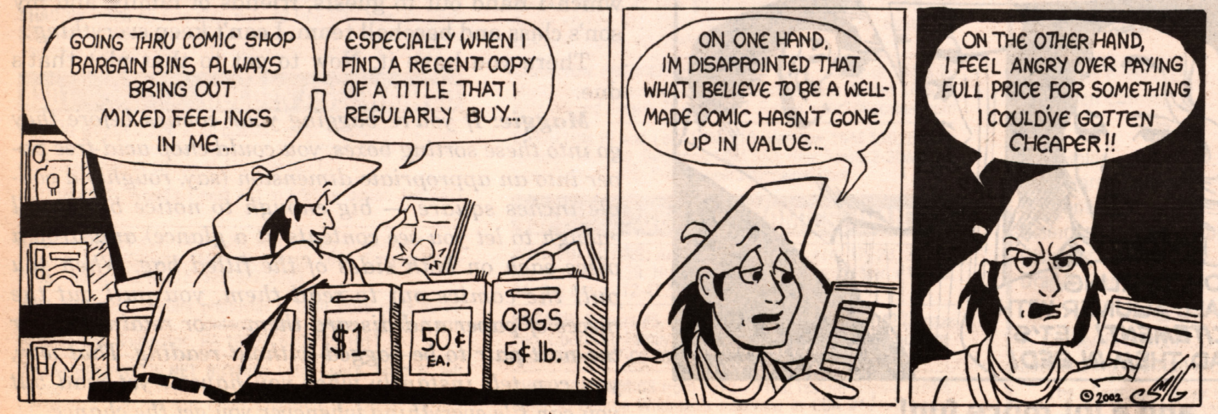
This is due to some items that have been cropping up on eBay dozens of times in a single year. As we list items for the first time, dealers have figured out that maybe there is a market for such items and offer them as they find them. Then, a lot of copies come out of the woodwork.

The reasons are laid out in the historical essays and "Collector's Notes" which front each price index section. Look for more items to be lowered in next year's guide to further properly reflect the market for the earliest American comic-book compilations.

The concept of adding a "Very Good" price category is intriguing on the surface. It would be a lot of work. Most people these days simply double the Good listing to achieve VG parity: pretty simple math.

I look forward to Rozanski's developing his thoughts even further and maybe even incorporating the views of others who might respond to his musings.

CBG FOR ART'S SAKE by Chris Smigliano



CONTROLLING THE COLLECTION

Kurt Hathaway

Regarding sorting comics:

I generally sort by publisher and title — that's not to say alphabetically, though. More accurately, I suppose I sort by character — *then* title.

F'rinstance — All my Superman comics are lumped together in several boxes — these are in alphabetical and numerical order. *Action* first, then *Adventure*, and so on. These also include *Superboy*, *Supergirl*, and *Superman Family*. They're the super-books.

Again, my Bat-books are lumped together in several boxes, starting with *Batgirl* followed by *Batman, Detective, Gotham Nights, Shadow of the Bat, etc.* — all in alphabetical order.

I label them "Bat-box 1," "2," *etc.* — then I sub-label the titles found therein. **Bat-box 2:** *Detective Comics / Gotham Nights / Legends of the Dark Knight.*

Same with Spider-Man, Capt. America, *etc.*, the Spider-books and the Cap-books (*Tales of Suspense* and *Captain America*).

My "main interest characters" are Bats, Supes, Spidey, and Cap, so they have their own system as described above.

Then, I have the "others" that I sort by box space (and by publisher). If I can fit my *Fantastic Fours* in with my *Alpha Flights*, I'll do that. If I can fit my *Shazams* with my *Hawk and Doves* and my *Aquamans*, I'll do that — making sure to redo the box's front label. Needless to say, my collection gets bounced around, depending on the growth of my collection (approximately 15,000 by now). Next year the *Hawk and Doves* may need to be moved to the *Atom* box — if they can fit.

Moreover: I sort my "Oversized Marvels reprints" in alphabetical order in a separate series of boxes: *Marvel Tales/ Marvel Super-Heroes/ Collector's Item Classics/ Fantasy Illustrated/* annuals, *etc.* (These would be annuals of titles that I don't collect. Annuals of titles I *do* collect are filed at the end of the proper series' issues.)

Then, I have a box or two of independents — mostly from the 1980s boom. They include First comics' *American Flagg!* and *E-Man*, Eclipse's horror and science-fiction tiles, *Mr. X*, and I think even Kitchen Sink's *The Spirit*.

Then I have what I call my "art interest" collection — usually one-shots or mini-series that I bought specifically for the art. These include Bernie Wrightson anthologies (from Pacific and Eclipse), early E.C. reprints, reissues of Wrightson's *Swamp Thing*, the reissue of the *Green Lantern / Green Arrow* stuff by Adams. I think some *House of Mysterys* I bought for the Wrightson covers alone. Oh, and some Frank Frazetta *Thun'das*.

> **"One idea was to file the read copies upside down in the same box as the upright un-read copies."**

Then there's the mini-series. I have a box of incomplete series — whose issues are awaiting the final issue. (I'm on DC's comp list, so it's just a matter of time, before each one is completed in turn). When the final issue comes in, I scramble the rest of the issues out of the incomplete box and move the complete mini-series to a "Complete Mini" box. It's a "reader box" that I can thumb through when I have enough time to get through three or four issues in one sitting.

If the mini centers on a character I collect (Batman, Superman, *etc.*), I'll file the mini-series (only after reading it) among the Bat-books or Super-books in the back of the final box in that character's series. This also goes for prestige-format books and one-shots. They're kept in their own "reader" box until I get around to reading them — only then they get filed.

And, since I file my books maybe once a year, I have a box reserved for "DC filers" and one for "Marvel Filers" (and I guess an "others filers" for the other stuff). Once an issue is read, it's tossed in its respective filers box and is filed where it belongs when I have a free weekend.

And since I have the "filer" system in place, I have to keep my unread copies separate from my read copies — a system that I have yet to master. One idea was to file the read copies upside down in the same box as the upright un-read copies, but I've not actually employed that system.

One system I *did* try with little confusion was to put the read copies (since I read in numerical order) in back of the unread copies to make that distinction. So my *Hundred Bullets* collection runs from #31 to the current issue, with #1-30 behind. *Birds of Prey, Nightwing*: same deal. Cuts down on confusion as to where I left off.

Sound confusing? Perhaps, but I manage to keep it straight. It's organized as to my own sensibilities, my collector instinct (been collecting since 1972).

Here's a breakdown of the various systems:

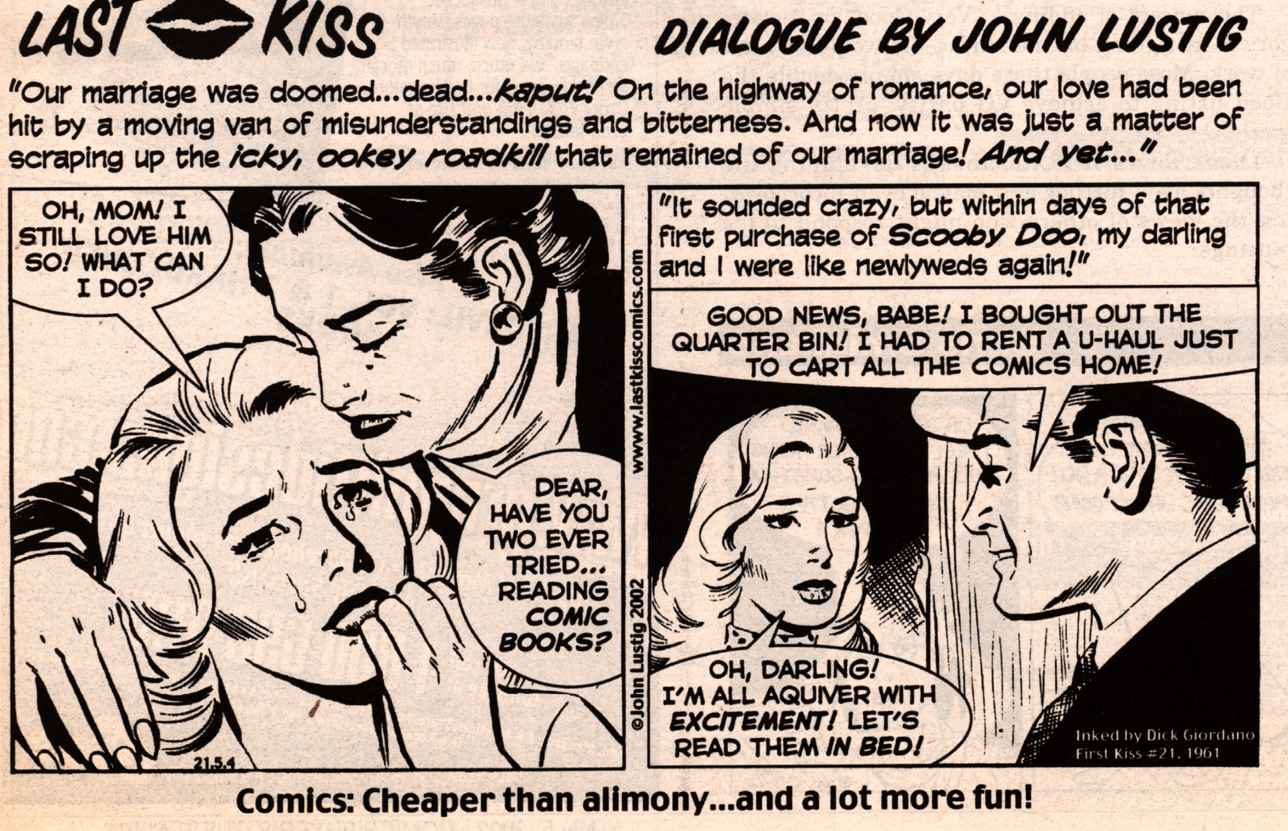
1. Marvel or DC / Main interest Character / Title / number
2. Marvel or DC / other character or title / as they fit together in boxes
3. Art Interest [bought for cover or interior art, rather than character]
4. Mini-series / complete / incomplete / no particular order when complete
5. Indies : First Comics, Eclipse Comics
6. "Filers" — read copies awaiting proper filing into the collection
7. Golden Age / titles lumped together / esoteric collection at best
8. Single issue one-shots (a "reader" box ready to be thumbed through when time allows)
9. Vertigo is kept separate, as are WildStorm books, as is Cliffhanger, as are Moore's ABC series

Another note: I manage to put two issues in each plastic, acid-free storage bag — odd number in front (since most series start at #1), with the even number's cover staring out the back side. It saves on bags and it provides a sturdier storage unit — and, since the books are reversed back to back, they stack much more neatly. Also, I generally don't need backing boards. I can't say what effects this has on deterioration (if any), but it works for me.

And — since I'm a pro (18 years letterer, writer, editor) — I keep one copy of my work and file it under my "credits." Any duplicates go into a giveaway box — which I hand out to guests, friends of family, and my son's class and baseball team. I can't keep *everything*.

There you have it. Now to get to that plot that's due.

Maggie: *If you're bagging your comics before they go into these sorting boxes, you could chop acid-free paper into an appropriate dimension (say, roughly a couple inches square — big enough to notice but small enough to let you see contents at a glance) and drop a piece each on both sides of the filled bag. When you pull the comics out to read them, you pull out the pieces of paper and discard them — or retain then for the next pair to be bagged without reading. That way, you can tell instantly what you haven't yet read but you can file everything whenever you get the chance.*



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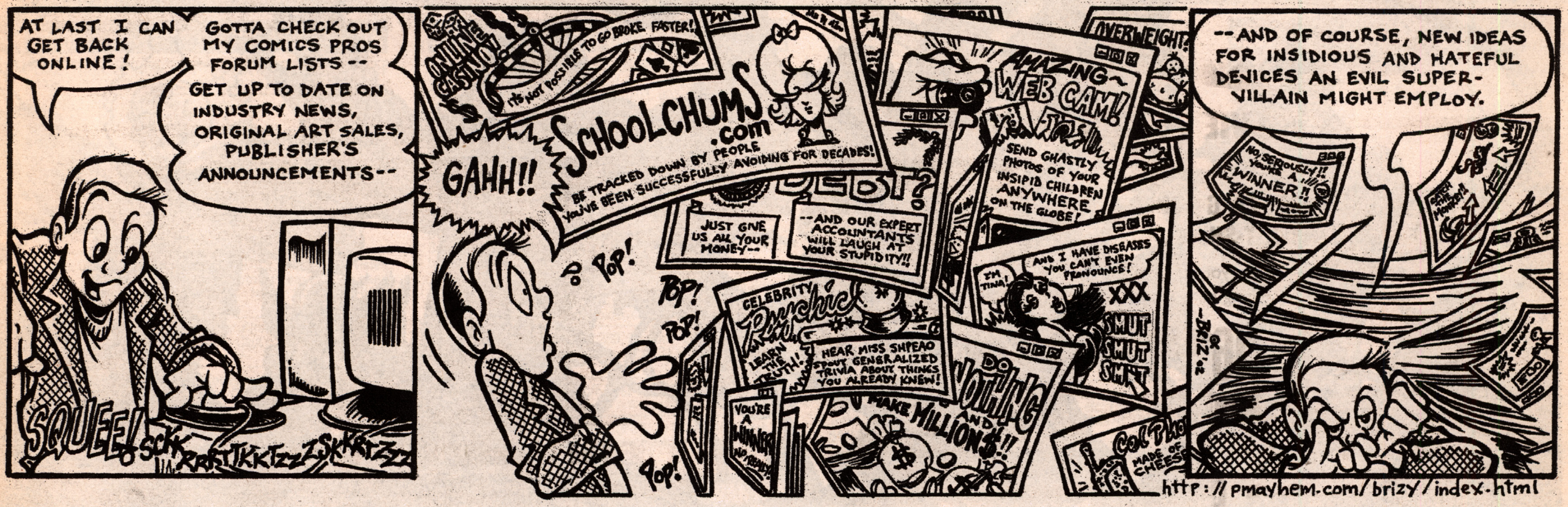

LAUGHING OUT LOUD

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Regarding ***CBG*** #1492, I have to voice my absolute support for Mike Mignola's latest offering, *The Amazing Screw-On Head*. First, I don't read *Hellboy*. I've heard of it, seen the action figure, but know squat about it.

My exposure to Mignola's work is mainly his run on *The Incredible Hulk* and *The Phantom Stranger* and his numerous covers. (You can always spot a Mignola cover!) Anyhow, when I saw *The Amazing Screw-On Head*, I was intrigued, to say the least.

I read the issue in the store and laughed out loud on several occasions. When Mr. Groin reveals, "It's as you always say, sir. All really intelligent people should be cremated..." and Screw-On Head completes the sentence, "... for the sake of National Security." Or when Emperor Zombie asks, "What sort of punishment? Poison frogs? Plague rats? Giant fire-breathing robot?" and Vampire Lady responds, "Why not all three?" Emperor Zombie simply states: "Marry me."

I bought all three copies off the stand; over the next week, whenever I saw a copy of #1, I picked it up to give to my friends — to support the title and help the industry. There aren't too many occasions where a book strikes a chord within me as this issue did. There was a touch of Lewis Carroll, a spot of John Lennon's wit, and a splash of Tim Burton's finesse. That's a great group of artists to conjure in someone's head, based on your own work! I hope Dark Horse encourages Mignola to tell more adventures of The Amazing Screw-On Head and his supporting cast (as I wish DH would do the same with Phil Amara and Guy Davis' *Nevermen*, another ace up its sleeve).

Part two of this letter: Andrew Smith. His observations in "Dear Captain" (in ***CBG*** #1492) regarding, "what do pros owe fans?" is way off, in my book. I agree that pros are employed by publishers; fine, I'll buy that for a nickel.

However, those publishers are not employing these pros for fun or because they like their hair (or lack thereof). Nor do they employ them because their work makes them feel "tingly" or "whizza." They are trying to make money.

To whom do these companies try to hock this product? Me, him, the guy next door; see that guy who wrote the letter above mine? Him, too! Therefore, if we don't like it, we don't buy it, and that has an effect on pros: plain and simple.

I don't know too many publishers or editors who would keep a pro around without factoring in his or her marketability and sales. So when I attend a show and go to meet a pro, I expect a friendly face, a *big ol' smile*, and sincerity. Andrew Smith wrote, "Pros who are rude at conventions ... aren't violating some tacit understanding that they must give you their undivided attention ..." and goes on to say, "..., remember they are generous with their time ... time that could be spent elsewhere ... writing or drawing."

> ***"When I attend a show and go to meet a pro, I expect a friendly face, a big ol' smile, and sincerity."***

True, but, if they aren't there to see me and get an ego stroking, why *are* they there? They could be working, as Smith says, earning money to buy food to feed the wife and six kids. Maybe it's the money, maybe it's to shmooze with other pros and friends, or to try and get work? I honestly think most are there to meet their fans and talk with them, because they have feelings and want their work to be admired and cherished; that's kind of how art works.

Here is an example. Let's make someone up: Jack Burns. Burns is standing behind his little table with a really pathetic version of a podium and a list of laughable "rules" written on a placard off to the side of his bushy form for fans to adhere to. Burns seems to be "zoning out" and looking as if he wishes he were someplace else. In this situation, what's a fan to think? You walk up and try and express your pleasure in his work, and he says, "Great." (Not "*Great!*" but, "Great.") That sours me, that makes me feel that he doesn't give a hill of beans whether I like, buy, or wallpaper my room with his product. And you wanna know something? He should!

He deserves respect, sure, just as we do. But a consumer's a consumer; I worked retail, you know the motto, "The customer is always right." Why? Because the consumer feeds the publishers, who feeds the editors, who feeds the artists and writers, who feed Mary, the boys, and Fido.

It's the almighty trickle-down effect. We live in a political world, and, from what I've seen, the comic-book industry isn't that far removed from Washington. I'm sure the president doesn't care about every hand he shakes or baby's cheek he pinches, but he makes it look as if he does.

Maggie: *And you put the pro in a quandary: You say you want a friendly face, a smile, and sincerity. Then you say what you're looking for is someone who doesn't care about every hand he shakes but who makes it look as if he does. Where's sincerity?*

I have always preferred the presence of pros at conventions to their absence. Given that, I have always kept in mind that I should make allowances when pros attend, despite what may be going on with them personally, whether it's insomnia, stomach upset, a marriage in wipeout mode, or the loss of a loved one. (And I've known pros who've attended conventions in each of those four situations — and in many, many more situations not conducive to brightly positive public appearance up to and including harassment from attendees.) Maybe they should have stayed home; Alan Moore has a devoted following (including me) which has never seen him in person, and it hasn't hurt his sales. But I'd like to see him at a show, and it would be OK with me if he just appeared on one panel and spent the rest of the time hanging around with his friends. If there was an opportunity to talk to him, that'd be icing on the proverbial cake.

*My concern is exactly that: When a pro sees the potential for losing readers, if attending a show, or keeping them, by staying away — well, which would **you** do? I think it's a tremendous feature of our field that so many of our finest creators make themselves available to us at all.*

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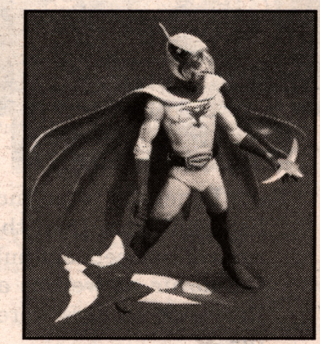

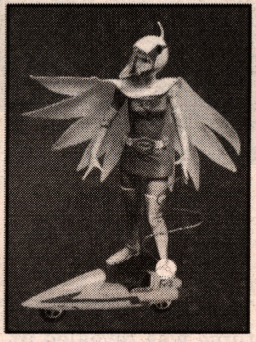

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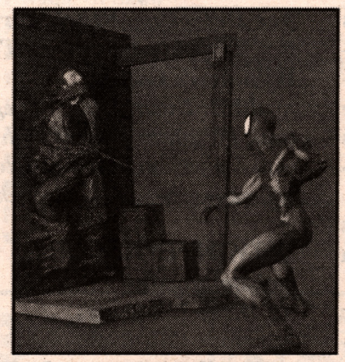

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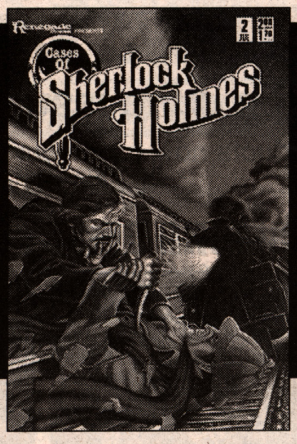

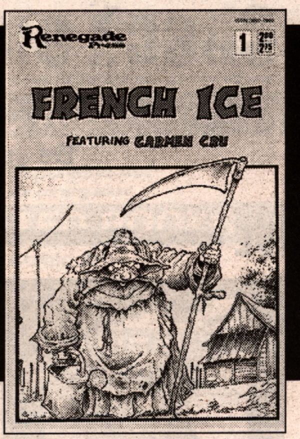

COSTUME CHALLENGE

Delmo Walters Jr.
939 Woodycrest Ave., #416
Bronx, NY 10452

Note to John Jackson Miller: The silkscreen explanation for Peter's comic-book costume was revealed in *Peter Parker, the Spectacular Spider-Man* #60, in an expanded retelling of the origin, but not the costume explanation I was looking for. I was looking for an explanation behind how a high school/college student can whip up a rubber costume with a raised web design on it.

JJM: *Aha! That's where it was.* ***Marvel Tales*** *didn't sound right, but I couldn't for the life of me remember where else it could've appeared.*

INDEPENDENT FEAT

Robert Spina

I've really been enjoying Andrew Smith's running feature, "Top Comics Runs of All Time." In fact, this started out as a simple list for the good Captain. But I soon realized this letter was about more than just issues of comics; it was about a remarkable feat of independent publishing and personal achievement.

Long before the Image boys set up shop Out West, there was an independent Los Angeles comics company securing creators' rights and publishing a line of creator-owned comics whose quality still stands with the best stuff published today. It's been 17 (!) years since Deni Loubert launched Renegade Press, carrying over the series she began with Dave Sim as publisher of Aardvark-Vanaheim and starting many more thereafter. Can you believe that all these great artists and comics were published at one time under one banner by one person?

Flaming Carrot by Bob Burden (Simply the strangest comics hero ever. A comic book that defies imitation … and description)

Neil the Horse by Arn Saba (Making the world safe for musical-comedy. Still the rightful heir to the Barks-Disney comics legacy.)

normalman by Jim Valentino (You wish all those massive corporate crossovers could be this entertaining and make this much sense.)

Wordsmith by Dave Darrigo and R.G. Taylor (When was the last time you read an entertaining story about a writer and actually got to see what he was writing?)

The Silent Invasion by Michael Cherkas and Larry Hancock (The original X-file. You have to wonder if Chris Carter ever read this paranoid classic.)

Ms. Tree by Max Allan Collins and Terry Beatty (She could kick Xena's, Elektra's, *and* Lara Croft's butts without wrinkling her trenchcoat.)

Each Renegade issue included its own breezy "publishorial" from Deni that related the joys and sorrows of independent publishing and life in Southern California as well as any personal journal might. Renegade readers were made a part of her adventure.

There were other noble Renegade efforts, as diverse as any line of comics could possibly be. They included: Ray Zone's *3-D Zone*, Bill Woggon and Barb Rausch's *Vicki Valentine, Phoney Pages, Shadows from the Grave, Black Zeppelin, Open Season, Valentino, Mechthings, Friends, Files of Ms. Tree, Manimal, Eternity Smith, Ditko's World: Static*, Dan Day's *Cases of Sherlock Holmes*, Scott Shaw!'s *Urban Gorilla, Holiday Out, Cecil Kunkle, Barefootz, Revolver, Strata, Kafka, Maxwell Mouse Follies, French Ice*, and *Renegade Romance*. I'm sure I've missed plenty.

Perhaps it's time for the comics convention community to honor the pioneering, independent spirit of Renegade. Perhaps Mike Baron could do some "Catching Up" with Loubert. And has anyone thought of collecting the best Renegade series into hardcover editions?

Lovers of good (and truly different) comic books owe Renegade Press and Deni Loubert — big time.

Maggie: *Let's see … Some others:* ***Agent Unknown, Amusing Stories, Kilgore, Love Fantasy, Robot Comics, Roscoe! The Dawg, Ace Detective, Starbikers, T-Minus-1, Tony Bravado, Trouble-Shooter, Trypto the Acid Dog,*** *and* ***Wimmen's Comix.***

JJM: *I was a big Renegade fan, too. As to a collection, I'd guess reprint rights remain with the creators. Jim Valentino, for example, re-released his* ***Valentino*** *issues in a trade paperback through Eyescream Press.*

TALKIN' 'BOUT CBG

Nelson Jimenez
75 Maple Tree Ave.
Stamford, CT 06906

In all my letters, I always talk about super hero lists, movies, great artists, *etc.* But I never really talk about ***CBG*** itself. My three favorite columns are Peter David's *But I Digress* column, the *Oh, So?* letters page and Hembeck's page. I especially like the way Hembeck takes two old covers and switches the characters around. I would like to see him do the following switcheroos: X-Men/Doom Patrol; Archie/Jimmy Olsen; Marvels/Kingdom Come; Shazam/Captain Marvel.

I also like to look at the Classifieds section of ***CBG***. I unfortunately have had no luck with my ads. I really want to collect the *Jack Kirby Collector* but no one wants to trade these days. I have a lot of Warren magazines that I could swap with whoever is interested. So are there any Warren fans who could help out a Kirby fan? Long live the King!

Speaking of the King, whatever happened to *Kamandi*? Will DC publish a trade paperback or Archives edition reprinting the whole run? Any chance Kamandi could become a Disney film or at least a cartoon series on TV ? I think it would be a hit. For pete's sake, I think any Kirby creation would be great on TV!

BWF: The original ***Kamandi*** *series was a victim of the DC Implosion of the late 1970s, with the final two issues collected in the low-print-run* ***Cancelled Comics Cavalcade****. Kamandi also made two appearances in* ***The Brave and the Bold****, popped up later in* ***Crisis on Infinite Earths*** *(where his future was "combined" with Tommy Tomorrow's), and then he was the star of the six-issue Elseworlds mini-series* ***Kamandi at Earth's End****.*

Certainly, if Tim Burton's ***Planet of the Apes*** *had done better last summer, a comic book with a similar theme like* ***Kamandi*** *would have been a natural for a retrospective collection. But, like the fans waiting for those* ***Sugar & Spike Archives*** *(the recently released replica edition was a good start), the* ***Kamandi*** *fans may have a long wait ahead of them.*

SPIDEY WISHES

Richard M. Brown
2325 Cabot
Detroit, MI 48209

For the next *Spider-Man* movie, the writers should have more appearances by Cliff Robertson as Uncle Ben. Have flashbacks where he gave Peter advice similar to what Pa Kent did in the Superman movies. For villains, it would be great to see either Doctor Octopus or Mysterio. Expand on the roles of Betty Brant and Robbie Robertson and make the *Daily Bugle* a focal point. ✦

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778FB	7 7/8 x 10 1/2	Super Golden Age Comics - fits 825	$12.00	$39.00	$170.00
825FB	8 1/4 x 10 1/2	Large Comics, Mag. & Letter - fits 875	$13.00	$42.00	$185.00
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758HB	7 5/8 x 10 1/2	Golden Age Comics - fits 800	$9.75	$41.00	$145.00
778HB	7 7/8 x 10 1/2	Super Golden Age Comics - fits 825	$11.00	$47.00	$160.00
825HB	8 1/4 x 10 1/2	"Large Comics, Mag. & Letter"	$12.00	$50.00	$170.00
858HB	8 5/8 x 11 1/2	Standard Magazines	$13.00	$56.00	$190.00
		Add Shipping & Handling*	$4.00	$14.00	$54.00

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700M2	7 x 10 3/4	Current Comics- 1990's	$10.75	$36.00	$155.00
725M2	7 1/4 x 10 3/4	Standard Comics - 1970's-90's	$11.00	$37.00	$160.00
775M2	7 3/4 x 10 3/4	Silver/Gold Comics - 1950's-70's	$11.50	$38.00	$165.00
800M2	8 x 10 3/4	Golden Age Comics - 1940's-50's	$12.00	$39.00	$175.00
825M2	8 1/4 x 10 3/4	Super Golden Age Comics	$12.50	$42.00	$180.00
875M2	8 3/4 x 12	Large Comics, Mag. & Letter	$12.75	$43.00	$185.00
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From *Tony's Tips* to *Screening Room*, there's 10 pages of picks and pans!
See Page 16

The creators, the characters, and the series people are talking about today!

IN BRIEF

CrossGen names new *Ruse* writer

Mark Waid will be leaving CrossGen comics and his writing duties on *Ruse* after #12. The writing for master detective Simon Archard and his femme fatale assistant, Emma Bishop, will be taken over by Scott Beatty, beginning with #13. Beatty was chosen because of a high recommendation from current CrossGen writer Chuck Dixon, who has collaborated with him in the past.

Waid decided to step down from *Ruse* after a difference of opinion on the future direction of the title. "I greatly enjoyed working on *Ruse* during my run. Since the team wanted *Ruse* to go in a different direction than I did, we decided to part ways," Waid said.

Futurama meets The Simpsons

In a time-traveling accident, the Planet Express delivery crew of *Futurama* and Springfield's most infamous family, The Simpsons, will meet in a two-part crossover beginning in August from Bongo Comics.

Futurama/Simpsons Special: Infinity Secret Crossover Crisis involves a millennial edition of a Bongo comic book, two Brain Spawns, and a three-eyed interstellar creature.

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Transformers comes to *Toonami*

Cartoon Network adds new animated series to line-up

In the early 1980s, *Transformers* was one of the most popular cartoon programs of its day. This August, the series returns with new struggles and new opponents to Cartoon Network.

The *Transformers Armada* series will join the *Toonami* line-up with new adventures beginning Friday, Aug. 30. The 52-episode series will initially air Fridays at 6:30 p.m. ET; it will join the daily *Toonami* schedule in November.

Introduced more than 20 years ago, Transformers are vehicles that can change into robots and vice versa. The latest series, *Transformers Armada*, begins on Earth when three children discover a Pandora's box from the World of Cybertron (the home of the Transformers robots). Unbeknownst to Carlos, Rad, and Alexa, they unearth an ancient battle between the Autobot and Decepticon robots when the centuries-old box is opened.

The Autobots and Decepticons battle for control over a third race of Transformers, the Mini-con robots. Historically a dormant group, the Mini-con robots are now the key to a crucial source of power and when they are connected with other Transformers robots, they have the ability to enhance the strength and power of the larger Transformers. ✦

Scalera writes trio of titles

Former *Deadpool* writer Buddy Scalera has written a trio of comics titles which are showcased in Diamond Comic Distributors' June *Previews* catalog. All issues are scheduled to ship in August.

One of Scalera's stories is part of Marvel's "Weapon X" summer event, which features five one-shots that lead into *Weapon X*, the monthly series by Frank Tieri.

Scalera writes *Weapon X: Sauron*, a gruesome and gritty story about a human mutant in a dinosaur-like body. "*Weapon X: Sauron* is a dark, slightly disturbing story that gives a new look at Sauron," Scalera said. The one-shot is illustrated by Karl Kerschl, artist of *Deadpool* #56.

Parts: The SitComic is Scalera's self-published title, illustrated by Nick Diaz, that almost reads like a sitcom.

The series, published by After Hours, presents a lighthearted view of life at an automobile parts department.

Scalera is also writing *Decoy: Storm of the Century* for Penny Farthing Press.

Illustrated by Courtney Huddleston, the four-issue mini-series features the misadventures of a police officer and his alien sidekick who encounter monsters in the sewers underneath their city.

"Courtney is a completely underrated artist," Scalera said. "His linework is smooth and effortless. The finished artwork is really quite elegant."

Weapon X: Sauron is scheduled to ship August 7 and retails for $2.25. *Parts: The SitComic* #1is a black-and-white series that retails for $2.95. *Decoy: Storm of the Century* #2, has a cover by Joe Chiodo and retails for $2.95. ✦

Moore to leave Marvel

Marvel announced June 13 that Marvel Knights line editor Stuart Moore will be leaving Marvel in July to concentrate more on his writing career. Moore also edited *Daredevil*, *The Punisher*, *Elektra*, *Captain America*, and other comics for the Marvel Knights line. He is also a founding editor of DC's Vertigo line of comic books.

Marvel Editor in Chief Joe Quesada said, "When Stuart first came to Marvel Knights I was certain of two things: One, that he was an incredible addition to the company, and two, I knew we were on borrowed time because he is such a talented writer."

"Marvel's been an incredible ride the past two years, but times change and it's time for me to move on," Moore said. "I'm very grateful to Joe and Nanci Quesada and to Bill Jemas for all the support and encouragement in letting me run through the Marvel universe with big nasty cleats."

Moore is going to stay on at Marvel until July to make sure the transition to a new editor goes smoothly. A sequel to *Zendra*, a mini-series written by Moore and published by Penny Farthing Press, will begin in July. Moore also has another original project in the works. ✦

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The Ultimate job

Writer Brian Michael Bendis on Spider-Man and secret i.d.s

By **George Nelson**

When he saw the tag line for posters and trailers for the movie *Spider-Man* included the phrase, "ultimate spin," Brian Michael Bendis reflected, "Wow, I got a good gig."

Among his other current assignments, the prolific Bendis is writing *Ultimate Spider-Man* for Marvel, is writing and serves as an executive producer for the new *Spider-Man* animated series for MTV, and his current arc in *Daredevil* is heating up the Internet.

"Just getting a shot at Spider-Man was a dream come true, and every day something happens where you go 'good gig.' I'm finally in the right place at the right time after nine years in the business," he said.

After the current storyline, featuring the return of the Green Goblin, concludes this summer, *Ultimate* will go to 18 issues a year, the first Marvel title to do so. In addition to introducing updated versions of characters such as The Chameleon, the series will also focus heavily on its teen drama aspect, "which I'm so glad that people are into," Bendis said. "They don't even notice when Spider-Man's not in the book. That's really the best part of the job."

Then, in December, Bendis will introduce a character that he never cared for before but is enjoying in his Ultimate incarnation — Venom. "We found a really horrifying way to get that character into the book without it being a space symbiote," he said. "It doesn't fit that book — the book is too real."

His vision of Marvel's flagship character is back to basics, and contends that getting away from the books' "urban feel" was where past creators went wrong with Spider-Man.

"There are certain rules of comics that every time someone breaks the rule it always fails. Batman should never leave Gotham City, Spider-Man should never leave New York, Spider-Man should fight Spider-Man villains, Spider-Man should not fight space wars up on the moon," he explained. "If you're setting the world for the book, the drama should come out of that world and the fantastical has to be explained. If you can't explain it, don't do it — That's the first hint that you're way off course."

> **"Daredevil's secret i.d. situation is a mess."**

Not that Bendis doesn't mind breaking a few rules himself, and recently has focused on the idea of one of comics' core concepts, the secret identity In *Ultimate Spider-Man*, Peter revealed his secret to Mary Jane, and in *Daredevil*, he recently exposed Matt Murdock's double identity to the world at large. "I'm a little hypnotized by the idea that I think it would be impossible to have a secret identity in this modern day. It's kind of one of those things in comics, but if you read the tabloids or the Internet, there's nothing about a movie star that we don't know.

"I've thought about that, about a movie star who doesn't want to be outed and is always outed," he added. "And I thought every super-hero is in fear or should be in fear of this, in mortal fear of this."

Of all the Marvel characters, Bendis contended, Matt Murdock may be the most in danger if exposed if only due to the dichotomy of his two guises — lawyer by day, rooftop vigilante by night — and the most deserving of being punished for his "sloppiness" in preserving his secret.

"That is a book whose secret identity situation is a mess. Every woman he's ever slept with knows he's Daredevil. The villains know he's Daredevil. The press knows he's Daredevil. He's been outed twice, and nothing comes of it. There's no repercussions." Bendis said. "There is the inherent drama of *Daredevil*. There's the story nobody wanted to tell because nobody wanted to screw with what Frank Miller did 20 years ago."

Bendis also said he wanted to "challenge" Murdock. "We're going to find out from all this what it is that makes Matt Murdock tick and what he'll do to be this person that he wants to be," he said

Bendis pitched the storyline to Marvel Editor in Chief Joe Quesada last summer, saying that they needed to go as far as possible with the storyline and telling him all the things that they could do. "Joe ended up agreeing to it as long as I stayed with it," he said. "He said if I screwed it up it was going to be the longest dream sequence in the history of comics."

To hear Bendis talk, he is having the time of his life writing this book. "At least it's a book where you don't know what's going to happen next issue," he said, something that is more rare nowadays than when he was a kid reading comics."

"When Elektra died, you had no idea that she was going to die. Now you can't do anything without it getting ruined on the Internet," he observed. "I would like to have comics where you have no idea what's going to happen next issue, because something really bad could happen or really amazing could happen." ✦

IN BRIEF

Ponytailers goes prime time

Ponytailers, a comic strip series of contemporary adventure stories told from a girl's point of view will enter into the world of live-action television. The series, which has currently been running on "A Girl's World" website, tells the story of Caitlin, Kachina, and M.G., three 12-year-old girls from disparate backgrounds who live in the ranch country of High Sierra Falls, just outside of Yellowstone National Park.

The comic strip was created by Sarah Byam with artwork by Ric Estrada. Byam has been a professional writer for the past 14 years, creating and writing comics for Marvel, DC, Disney, and Dark Horse.

Dreamwave expands again

In July, Dreamwave Studios will expand its *Transformers* line of comics with a new series based on *Transformers: Armada*, the latest animated series.

The series, set years after the events of the original show, features new versions of Optimus Prime and Megatron, as well as dozens of new characters.

The monthly comics series is written by Chris Sarracini and pencilled by James Raiz.

The first issue, which retails for $2.95, has a triple gatefold cover.

A *Transformers: Armada* 2003 calendar as well as a *Transformers: Generation 1* 2003 calendar are also in the works.

NEW COMICS shipping June 30-July 6

The following information is taken from publisher and distributor solicitations and updates and is as accurate as possible at press time. Check with your local retailer to find out what day new comics go on the shelves. Comics that are delayed or rescheduled will be tracked in future *CBG Calendars*.

Note: ✪ indicates a rescheduled comic book that appeared in a previous *CBG Calendar*.

Archie Comic Publications

Betty & Veronica Spectacular #55, $1.99
Jughead #145, $1.99
Jughead With Archie Digest #176, $2.19
Pals-N-Gals Double Digest #68, $3.29
Sabrina Vol 2 #34, $1.99

Chaos! Comics

Lady Death Dark Alliance #1, $2.99 (spec. ed. $9.99)
Purgatori: God Killer #2, $2.99 (spec. ed. $7.50)

CrossGen Comics

Ruse Vol. 1: TP Enter The Detective, $15.95

Dark Horse

Oh My Goddess! Part XII #1: Learning To Love (Part 1 of 3), $3.50
Star Wars: The Hunt For Aurra Sing TP, $12.95
Superman/Aliens II: Godwar #2 (Of 4), $2.99

DC Comics

American Century #16, $2.50
Authority: Earth Inferno and Other Stories TP, $14.95
Crusades #17, $2.50
Detective Comics #772, $2.50
Doom Patrol #10, $2.50
Filth #2 (Of 13), $2.95
Gen 13 #0, $0.13
Goddess TP, $19.95
✪ *Green Lantern Brightest Day/Blackest Night*, $5.95 (Jun. 16-22)
Hawkman #5, $2.50
High Roads #4 (Of 6), $2.95
JLA: Destiny #2 (Of 4), $5.95
Justice League Adventures #9, $1.99
Lab Rats #4, $2.50
Looney Tunes #92, $1.99
Mad Magazine #420, $3.50
Powerpuff Girls Movie: The Comic, $2.95
S.C.I.-Spy #6 (Of 6), $2.50
Spectre #19, $2.50
Young Justice #47, $2.50

Dream Weaver Press

Tall Tails: Thieves' Quest #9, $3.50

Image Comics

Superpatriot: America's Fighting Force #1 (Of 4), $2.95
Tomb Raider #23, $2.99
Violent Messiahs TP Vol. 1: Book of Job, $24.95

Jungle Boy Press

Paper Museum Vol. 1 #1, $2.95

Keenspot Entertainment

Cool Cat Studio #5, $2.95

Marvel Comics

Alias #11, $2.99
Alias HC, $29.95
Call of Duty: The Brotherhood #2 (Of 6), $2.25
Elektra #12, $2.99
Exiles #15, $2.25
Fantastic Four #58, $2.25
Marvel Knights: Double-Shot #4, $2.99
Marvel Mangaverse #4, $2.25
Morlocks #4 (Of 4), $2.50
Muties #6, $2.50
Spider-Girl #49, $2.25
Spider-Man: Get Kraven #2 (Of 5), $2.25
Thor #51, $2.25
Thunderbolts #67, $2.25
Ultimate Spider-Man #24, $2.25
Uncanny X-Men #408, $2.25
Wolverine/Deadpool: Weapon X TP, $21.99
X-Factor #3, $2.50
X-Men: Evolution Vol. 1 TP, $8.99

Oni Press, Inc.

Courtney Crumrin & The Night Things #4 (of 4), $2.95
Skinwalker #2 (of 4), $2.95

Penny Farthing Press

Decoy: Storm of the Century #1 (Of 4), $2.95
Herobear and Decoy: Field Trip #1 (Of 2), $2.95
Zendra Vol. 2 #1: Windmills of the World (Of 6), $2.95

Rebellion

Judge Dredd Megazine Vol. 4 #13, $10.99

Viz Communications

Aqua Knight Vol 3 TP, $16.95
Bastard!! #7 Fighter (2 of 3), $3.95
Fushigi-Yugi: Japanese TP With Mousepad, $27.95
Neon Genesis Evangelion Part 2 Coll Ed #2 (of 7), $2.95
Neon Genesis Part 7 #2 (of 7), $2.95
Silent Mobius: Turnabout #6 (of 6), $2.95

NOW APPEARING!

June 22

J.G. Jones (artist of *Wonder Woman: The Hiketeia*) at Big Planet Comics, 3145 Dumbarton Ave. NW, Washington, **D.C.** 20007, from 3 to 6 p.m.

Ted Rall (author of *To Afghanistan and Back*) at Big Planet Comics, 4908 Fairmont Ave., Bethesda, **Maryland** 20814, from noon to 2 p.m.

July 3

Frank Cho (creator of *Liberty Meadows*) at Mayhem Collectibles, 2532 E. Lincoln Way, Ames, **Iowa** from noon to 4 p.m.

July 5

Frank Cho (creator of *Liberty Meadows*) at Mayhem Collectibles, 7500 University Ave., #D, Des Moines, **Iowa** from noon to 4 p.m.

August 7

Amanda Connor and **Jimmy Palmiotti** (creators of *The Pro*) at Jim Hanley's Universe, 4 W. 33rd St., New York, **New York** 10001, from 4 to 7 p.m.

*[**Editor's Note:** Send items for this feature to **Now Appearing**, c/o **Comics Buyer's Guide**, 700 E. State St., Iola, Wis. 54990, fax it (again c/o **CBG**) to (715) 445-4087, or e-mail it to **cbgnews @krause.com**.]*

Trustees named at 'Beyond the Panels II'

New York Comic Book Museum announces honorary board at fundraiser

By **Joseph McCabe**

Comics fans and pros got a look inside Britney Spears' new NYLA Restaurant June 8 when The New York City Comic Book Museum held its second annual fundraising party, "Beyond the Panels II." Though the restaurant, located in mid-town Manhattan's Dylan Hotel, had not yet opened its doors to the public, the event was described by Comic Book Museum Executive Director and Founder David Jay Gabriel as "a celebration of the comics industry" and "an evening about change."

The most notable change was the announcement of the museum's honorary Board of Trustees. As guests entered NYLA, they received a program with a list of the 10 men and women who had agreed to stand alongside the museum in its continuing efforts to "promote and preserve the historical and artistic merits of comic books". The honorary board members are: Neal Adams, Brian Michael Bendis, Michael Chabon, Neil Gaiman, Carmine Infantino, Stan Lee, Joe Quesada, Trina Robbins, Kevin Smith, and Matt Wagner. The program also contained special messages from most of the trustees.

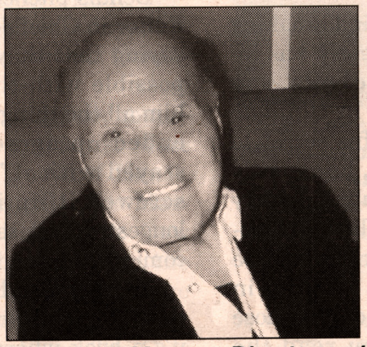
Of his appointment, Stan Lee remarked, "I'm flattered and delighted to be one of the honoraries of this exciting and prestigious new venture. May the New York City Comic Book Museum prosper and grow and become a vital and permanent tribute."

Trustees Neal Adams and Carmine Infantino were on hand to mingle with guests and fellow pros, including Bill Jemas, Julius Schwartz, Gene Colan, Jim Starlin, Joe Staton, and Rich Buckler.

Adams commented, "If we support this effort, will it put a dime in our pocket? I don't know. Will it put a smile on our face, a blush even? I think so."

The evening also saw the museum kick-off the nationwide tour of *Heroes Among Us: The Artwork of 9-11*. The exhibit, featuring artwork from the Marvel's *Heroes* and the *9-11: Emergency Relief* books, will soon travel to the Abraham Art Gallery at the Wayland Baptist University in Plainview, Texas, for a Fourth of July celebration. But at "Beyond the Panels II" the work was on hand for New Yorkers to view as a tribute to the heroism of their home city. "It's been a pretty amazing night," said Gabriel. "No one has ever had a museum exclusively devoted to comic books before. The closest was the Words and Pictures Museum in Massachusetts, but we are the only comic-book museum in this country and, to my knowledge, the only one anywhere."

Although the museum's collection does not yet have a permanent home, Gabriel commented, "Our goal is to have our own space to be doing all of this in about five years. When Carmine Infantino is giving you a hug goodnight, or when Bill Jemas is quieting everybody while you're talking, it makes you feel more confident about the future." ✦



Left to right: New York Comic Book Museum Director and Founder David Jay Gabriel named Carmine Infantino and Neal Adams to the group's honorary Board of Trustees.

CONFIRMED SHIPPING

They're out there: We have received confirmation that the following titles have shipped and should be available in stores. This reflects shipping information received through June 14:

AAA Pop Comics: *Madman Picture Exhibition* #2, $3.95 (May)

AC Comics: *Men of Mystery* #36, $6.95 (Apr)

Alternative Comics: *Rubber Necker* #1, $3.50 (May)

Anarchy Studios: *Vampi* #18, $2.99 (spec. ed. $9.95) (Apr)

Antarctic Press: *Battle Girlz* #5, $2.99 (Jun)
Warrior Nun Areala #8, $2.99 (Jun)

Archie Comic Publications: *Betty & Veronica* #176, $1.99 (June 9-15)
Betty & Veronica Double Digest #107, $3.29 (June 9-15)
Sonic The Hedgehog #111, $1.99 (June 9-15)

Avatar Press: *10th Muse/Demonslayer* #1, (five covers, $3.50; red leather cvr $25.00)) (Apr)

Blue Line Production: *Little White Mouse Vol 2 TP*, $14.95 (Apr)

Chaos! Comics: *Lady Death: Re-Imagined* #1, $2.99 (spec. ed. $9.99, premium ed. $20) (June 9-15)

Checker Book Publishing Group: *Clive Barker's Hellraiser Collected Best TP*, $21.95 (May)

Claypool Comics: *Elvira* #110, $2.50 (Jun)

CPM Manga: *Slayers Special* #6, $2.95 (Jun)

CrossGen Comics: *First* #20, $2.95 (Jun 2-8)
Forge #3, $9.95 (June 9-15)
Mystic #25, $2.95 (Jun 2-8)
Way of the Rat #2, $2.95 (Jun 2-8)

Dark Horse: *Blade of the Immortal* #69, $2.99 (June 9-15)
Blade of the Immortal: Secrets TP, $16.95 (June 9-15)
Fort: Prophet of the Unexplained #1 (of 4), $2.99 (June 9-15)
Star Wars Qui Gon & Obi Wan: Auroient Express #2 (of 2), $2.99 (Mar. 24-30)
Star Wars: Jango Fett - Open Seasons #2 (of 4), $2.99 (May 19-25)

DC Comics: *100%* #1 (of 5), $5.95 (June 9-15)
Adventures of Superman #605, $2.25 (June 9-15)
Batgirl #29, $2.50 (June 9-15)
Batman: Legends of the Dark Knight #156, $2.25 (June 9-15)
Birds of Prey #44, $2.50 (Jun. 16-22)
Deadman #7, $2.50 (June 9-15)
Fables #2, $2.50 (June 9-15)
Green Lantern #151, $2.25 (June 9-15)
Hunter: The Age of Magic #12, $2.50 (June 9-15)
Impulse #87, $2.50 (June 9-15)
JSA: Darkness Falls TP, $19.95 (June 9-15)
Mad XL #16, $4.99 (June 9-15)
Nightwing #70, $2.25 (June 9-15)
Power Company #5, $2.50 (June 9-15)
Resident Evil: Codename Veronica Vol 1 TP, $14.95 (June 9-15)
Robo Dojo #5 (of 6), $2.95 (June 9-15)
Scooby-Doo #61, $1.99 (June 9-15)
Suicide Squad #10, $2.50 (June 9-15)
Transmetropolitan #57, $2.50 (June 9-15)

Digital Webbing: *Digital Webbing Presents* #3, $2.95 (Jun)

Dreamwave: *Warlands: Age of Ice* #6, $2.95 (June 9-15)

Fantagraphics Books: *Artbabe Presents: La Perdida* #2 (of 4), $4.95 (Apr)
Love & Rockets Vol. 2 #4, $3.95 (Jan)
Lust Vol. 1 GN, $14.95 (May)
Stuff of Dreams, $3.95 (May)

Griot Enterprises: *Horsemen* #2 (of 3), $2.95 (Jun)

Humanoids Publishing: *Son of Gun Vol 4 Sinner and Saint HC*, $15.95 (Mar)

Icarus Publishing: *A-G Super Erotic Anthology* #3, $4.99 (Jun)

Image Comics: *G.I. Joe* #7, $2.95 (Jun 2-8)
Midnight Nation #12 (of 12), $2.95 (May 19-25)
Nowheresville TP, $14.95 (Mar. 17-23)
Red Star #9, (two covers, $2.95) (May 26-June 1)
Tomb Raider #22, $2.50 (May 12-18)
Witchblade #56, $2.50 (May 5-11)

Kenzer & Company: *Knights of the Dinner Table* #68, $2.99 (Jun)

Last Gasp, Inc.: *Satan's Sex Book*, $12.95 (Jun)

Maelstrom Graphics: *Nether: Age of Maga* #1, $3.95 (Jun)

Marvel Comics: *Black Panther* #45, $2.75 (June 9-15)
Black Widow: Pale Little Spider #3, $2.99 (June 9-15)
Cable #106, $2.25 (June 9-15)
Elektra #11, $2.99 (Jun 2-8)
G.I. Joe Vol. 2 TP, $24.95 (June 9-15)
Incredible Hulk #41, $2.25 (June 9-15)
Infinity Abyss #1 (of 6), $2.99 (June 9-15)
Iron Man #56, $2.25 (June 9-15)
Order #5, $2.25 (June 9-15)
Punisher #13, $2.99 (June 9-15)
Sabertooth: Mary Shelley Overdrive #1 (of 4), $2.99 (June 9-15)
Spider-Man: Blue #2 (of 6), $3.50 (June 9-15)
Spider-Man: Get Kraven #1 (of 5), $2.99 (Jun 2-8)
Ultimate Spider-Man Special #1, $3.50 (May 19-25)
Universe X Vol. 2 TP, $29.95 (Jun 2-8)
Wolverine #177, $2.25 (June 9-15)
X-Treme X-Men #14, $2.99 (June 9-15)

Neko Press: *Night Wraith Beta* #2 (of 2), $2.95 (Jun)

Oni Press, Inc.: *Adventures of Barry Ween, Boy Genius Gorilla Warfare Vol. 4 TP*, $8.95 (Jun 2-8)
Hopeless Savages Vol 1 TP, $13.95 (June 9-15)
Hopeless Savages: Ground Zero #1 (of 4), $2.95 (June 9-15)
Mutant, Texas: Tales of Sheriff Ida Red #1 (of 4), $2.95 (May 5-11)

Radio Comix: *Big Funnies* #5, $4.99 (May)
Furrlough #113, $2.99 (May)

Red Eye Press: *Valentine* #7 Red Rain, $3.50 (Jun 2-8)

Tokyopop: *Cardcaptor Sakura* #28, $2.99 (May)
Gundam Wing: Endless Waltz #3 (of 5), $2.99 (May)
Kodocha #5 (of 5), $2.99 (May)

Viz Communications: *Animerica Extra July 2002 Vol 5* #7, $4.95 (June 9-15)
Animerica July 2002 Vol 10 #7, $4.95 (June 9-15)
Big O Part 1 #5 (of 5), $3.50 (June 9-15)
Dragonball Z Part 5 #6 (of 12), $2.95 (June 9-15)
Medabots Part 2 #1 (of 4), $2.75 (June 9-15)
Ranma 1/2 Part 11 #4 (of 11), $2.95 (June 9-15)
Vagabond Part 1 #8, $4.95 (June 9-15)

Wizard Entertainment: *Just A Pilgrim: Garden of Eden* #4 (of 4), $2.99 (June 9-15)

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Crossing over to CrossGen

By **Tony Isabella**

Any business arrangement that is not profitable to the other person will in the end prove unprofitable for you. The bargain that yields mutual satisfaction is the only one that is apt to be repeated.

— Bertie Charles Forbes, Publisher

For those of you coming in late, I like CrossGen Comics. I like that publisher Mark Alessi and his staff have created a publishing company whose organization is unlike any of its fellows in comics; the industry needs new ideas. I like that they are constantly trying to expand their market in a variety of very smart ways.

I like that CrossGen isn't publishing *traditional* super-hero books, even though I am extremely fond of the genre and even though I think the company is splitting pretty fine hairs when it claims it *doesn't* publish super-hero books. Come on, you have heroes with super-powers battling villains with super-powers, often in one-on-one situations. Close enough.

I like that CrossGen has established a working environment for its writers and artists and other creators that is truly different from everything else in the industry. It's not for every creator; though I'd love to give it a try for a month or so, I *like* working at home in my pajamas too much to give it up. But anything which allows another choice for creators is swell by me, especially since Alessi and company are smart enough to know when to bend their own rules.

I like many of the comics published by CrossGen, some of them a great deal. I like the high production values of their titles. I like the obvious respect with which the company treats its readers.

The above strike me as pretty good reasons to devote a column or two to reviewing their recent releases. But, if I were at all on the fence, my decision was made when, in response to my request for ***CBG*** readers to tell me what they'd like to see in my columns, I received this brief note from CrossGen's Ian Feller:

"Chalk up one vote for all columns concentrating on CrossGen. Hope that helps."

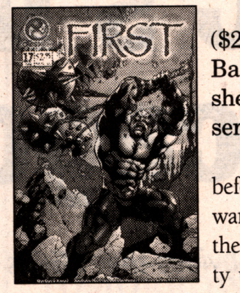
I have no idea what Alessi pays Feller as CrossGen's Director of Corporate Communications, but it's not enough. At the least, he should give the guy a *chutzpah* bonus.

Ian, these reviews are for you.

CrossGen Chronicles tells stories from all around the CrossGen universe, with the intent of adding intriguing layers to the ongoing titles featuring the Sigil-Bearers and the powerful beings who came before them. In a sense, it's not dissimilar to *Batman: Legends of the Dark Knight* and *Legends of the DC Universe*, albeit with better production values and without costumed super-heroes. We draw too fine a line if we accept that CrossGen doesn't publish some super-hero titles; they're just more subtle about it and set their tales in a wider range of locales.

CrossGen Chronicles **#7** ($3.95) is the origin story of Obregon Kaine, protagonist of *Negation*. Though I've never read an issue of that title, Tony Bedard's done-in-one tale of Kaine's life before he crossed paths with the Negation (an intergalactic empire big on slavery) succeeds on its own merits. The "soldier betrayed by the leaders he serves" premise may not be the newest idea on the block, but Bedard added enough refreshing elements to the concept to hold my interest. It was a solid script from start to finish, supported by the beautifully gritty and realistic art of Ruby Nebres, whose appearance here was a pleasant surprise. I hope this means we'll be seeing more comics by Nebres in the future. Colorist Jeromy Cox does a generally fine job on the story, though his palette does get a little too dark in places. Letterer Dave Lanphear deserves some kudos as well; his work is always easy to read and stylish without drawing attention to itself.

With 32 pages of story, a new-reader-friendly introduction on the inside front cover, and a preview of the next issue, *CrossGen Chronicles* #7 earns four Tonys.



After reading ***The First*** **#17-19** ($2.95@), I have no doubts that writer Barbara Kesel is accomplishing what she has set out to accomplish with this series. Here's the intro copy:

> The First were the creators of the universe before their descent into a constant state of war. Their leader Altwall ended the war with the creation of the Eidolon rift, a tear in reality which separated their home, Elysia, into two Houses connected by a single gate. Peace and boredom followed. Now the First have been catalyzed into action with the appearance of the Sigil-Bearers, beings of great power that rival theirs. A Sigil-Bearer has even dared to kill one of their kind. If these Sigil-Bearers can destroy the First, are the First truly gods?

If I had to reduce *The First* to a few words, I would describe it as *"Dynasty* with demi-gods." It may have super-powered people feuding and fighting, but, at its core, it's a soap-opera about a bunch of elite protagonists hatching schemes, switching sides, and looking fashionably fabulous. All it lacks is some young character who gets sent away to "junior god camp" and returns old enough to take part in the highfalutin' hijinks with the grown-ups. I really dislike that stuff.

That's why, despite the considerable talents of Kesel, I have never been able to warm up to *The First*. I don't care about these so-called gods. Their concerns are not mine and, unless and until the masses rise up and overthrow them, with much pain to the gods, thank you very much, that's an opinion not likely to change. What can I say? Beautiful people bore me.

I could say that I prefer the Andrea Di Vito art to the over-rendered Bart Sears work which launched *The First*, but that's faint praise. Di Vito is a much better storyteller than Sears, but his style is too "generic super-hero" for my taste. It does the basic job, but it never excites me.

The First has a lot of characters and I don't care about a one of them. It has merely adequate artwork. That adds up to a dismal score of but two Tonys.

If I were asked to name my favorite CrossGen title, my choice would probably depend on which of several I had read most recently. Right this moment, it would be *Meridian*.

I read ***Meridian*** **#22** and **#23** ($2.95@) for this week's column, marveling at how much even a 50-year-old male can identify with Sephie, the teenage Sigil-Bearer who, as star of this series, battles to free her world of floating islands from her evil uncle Ilahn, who also wields the Sigil-power. The responsibility of her great power is not so very different than the responsibility I as an adult, a citizen, and a parent must carry every day. How often do we in the real world push away what we love to fulfill our duty to those very people and things?

It takes the entirety of the inside front cover to bring one up to date on what's been happening in *Meridian*, but, even though I didn't know many of the characters very well, I never felt lost while reading these two issues. Credit that to writer Kesel, who's at the top of her form in this series.

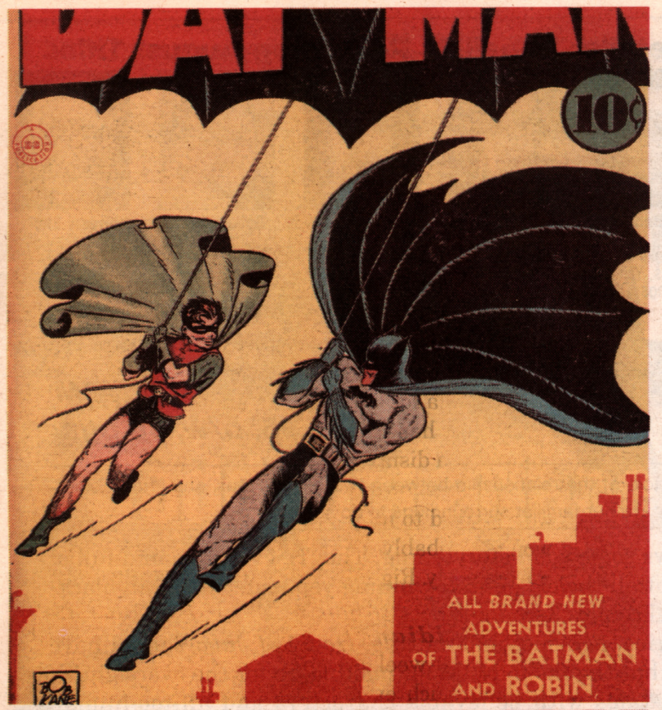
The main focus of *Meridian* #22 is a battle between Sephie and one of the First. From what I gathered, I missed a guest shot by *Sigil*'s Samandahl Rey, and the horrific destruction of one of those floating islands. That's two good reasons to make time to read the issues I've missed.

The big battle definitely falls squarely into super-hero-land, but Sephie and her fantastic world of Demetria keep it from being too familiar. Besides, Kesel wisely interrupts the action for an absolutely wonderful four-page sequence wherein Sephie's young man interacts with two other supporting characters. The combination of wisdom and heartbreak makes for a memorable moment.

Meridian #23 finds Sephie returning to her home to reclaim it from her uncle. It's a very good jumping-on issue for new readers, as it lets us see a little of Sephie's life before it was changed forever and brings the conflict back to its roots. The flashbacks are moving, new plot elements are hinted at, and the issue's final page has Sephie and Ilahn throwing down. I can't wait to see what happens next.

Andy Smith and Mark Farmer are the art team for *Meridian* #22, with Steve McNiven and Tom Simmons filling the role in #23. Both deliver outstanding work with clear storytelling and excellent character portrayals. Combined with Kesel's writing, they leave me no choice but to give each issue a score of five Tonys. ✦

Tony's Tips! *is © Tony Isabella, 2002. Comments on or review items for this column should be sent to: Tony's Tips!, Box 1502, Medina, OH 44258. You can e-mail Tony at:* ***tony@wfcomics.com***.



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Comics in Your Future

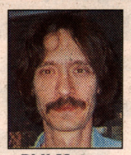
A number of publishers were recently asked to choose, from the material they have scheduled to ship in August, which titles they felt would be most worthy of the attention of readers and collectors. Participating retailers were then asked to predict how popular each title will be and to grade each preview from A+ to F, according to how successful they found it as a work of art or entertainment.

Publisher's Picks & Retailer Reviews

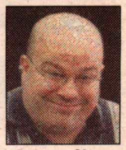
Retailer Panelists Reviewing August Titles

S.A. Bennett Dark Star Books & Comics, Yellow Springs, OH

Cliff Biggers Dr. No's Comics, Marietta, GA


Phil Mateer All about Books and Comics, Phoenix, AZ

Robert Scott Comickaze San Diego, CA


Jeremy Shorr Titan Comics Dallas, TX

House of Java Vol. 2

NBM
$15.95, b/w, 96 pgs.

A collection of Mark Murphy's slice-of-life stories includes "Steven," the story of the relationship between two comics fans, and "Tide Pools," where a visitor to a small town encourages a young woman with the urge to leave her familiar surroundings to do so.

Scott: This is my first exposure to this title and I enjoyed it. Some slice-of-life books like *Strangers in Paradise* or *The Waiting Place* make you identify with the characters right away, as if you'd been reading them for years. Apparently it's not an easy thing to do, because so many books fall way short of this, even after multiple issues. *House of Java* manages to accomplish this often, sometimes with stories as short as six pages. Grade: **B+**.

Shorr: Not just another slice-of-life-over-a-cup-of-coffee comic book, this book has a story to tell and knows how to go about doing it. Murphy's steady art go well with his well-realized characters and we get a really nice comic book. Grade: **A-**.

Bennett: As with any anthology, some stories are stronger than others, but this collection of quiet little slice-of-life stories about twentysomethings getting a handle on life overall shows some solid storytelling. They're evocative and full of moments of felt life without all the existential whining you usually find in black-and-white autobiographical comics. Grade: **B**.

Biggers: A brilliant series, personal and moving, *House of Java* should have been compiled long ago — but thanks to NBM for making up for the oversight! If you like character-driven tales with believable characters and all-too-human plots, *House of Java* is a perfect addition to your bookshelf. Grade: **A+**.

Mateer: *House of Java* is one of those well-done little series that too often come in under comics fans' radar, so collecting them into a trade paperback is a welcome idea.

This looks at first glance like a standard autobiographical/slice-of-life book, but it turns out to be more: Murphy doesn't just write down what happens to him.

Instead, he writes quiet, well-crafted short stories with clear characters, subtle themes, and plots and dialogue that show a sharply observant eye and ear. Probably the best of the lot here is "May 27th," a story about a social worker, the small-time offender she's counseling, and the small ways they affect one another — but all the stories have their rewards. This is one of those books to buy to show to friends who don't think comics can be literature — because, in its own unassuming way, it is. Grade: **A**.

PANEL'S GRADE A-

American Splendor: Unsung Hero #1

Dark Horse/Maverick
$3.99, color, 24 pgs.

Slice-of-life writer Harvey Pekar turns from his examinations of jazz musicians and his personal life to present the story of Robert McNeill, a Vietnam veteran who shares his experiences. The story is illustrated by David Collier.

Bennett: It's amazing that someone who has such a unique voice of his own, like Pekar, who can make the most humdrum moments of his own life seem never less than interesting, also possesses a genuine empathy that allows him to get so close to the lives of others. It's just this simple; if you want autobiographical comics done right, go see Harvey. Grade: **A**.

Biggers: There's a disjointed roughness to the story of Robert McNeill that gives the story even more personal impact. This isn't as much a war story as it is a story of a young man's military experiences during a war.

Collier's art is even rawer — sometimes so much so that it actually hinders the flow of the story — and the lettering is uneven and sometimes poorly done. Even so, *Unsung Hero* is a moving story of the changes one man goes through in the military during the Vietnam era. Harvey Pekar turns one man's experiences into an everyman tale, understated and crudely eloquent. Grade: **B+**.

Mateer: This series has little of the usual Pekar autobiography; instead, he's interviewing a co-worker about the man's experiences as a black Marine in Vietnam. It's reminiscent of the work of the great reporter Studs Terkel, whose series of books (*Working* was probably the most famous) consisted of ordinary people describing the extraordinary events of their lives, and brought historical moments like the Depression and the World Wars into human perspective.

Like Terkel, Pekar knows just what to ask, just how to let the subject's voice flow, and just how to take everyday people's lives and show what compelling stories lie behind them. To anyone born after about 1970, especially, he's putting a very human face on history here. Grade: **A**.

PANEL'S GRADE B

Scott: Pekar has never really appealed to me and he misses again with this piece. The subject is boring, which I wouldn't think possible considering the wealth of interesting stories that must exist for Vietnam-era soldiers. Even the "interesting" parts of the story seem to have been blanched of any power, and Collier's art adds nothing to the work. If you're not already a Pekar fan, you're probably better off picking up something like *The 'Nam* trade paperback. Grade: **D**.

Shorr: Unlike most Pekar stories, this one is not about him, except peripherally. Which is neither good or bad, simply worth noting. In typical Pekar fashion, he relates his story (about a black Marine in Vietnam) with a minimum of emotion and emphasis. Collier presents the story in a solid and steadfast artstyle. Unlike prior *American Splendor* stories, this one didn't grab me. It's a good story with interesting points to make, but it just seemed like a lesser-quality effort than earlier stories. Grade: **B**.

Bigg Time

DC/Vertigo
$14.95, b/w, 128 pgs.

HEAD OF THE CLASS Tie

Ty Templeton tells the tale of Lester Bigg, a man whose guardian angel despises him and is determined to ruin his life in any way that he can.

Scott: This looks to be an outstanding story. A homeless loser discovers that his plight is the result of practical jokes by Stavros, his "guardian angel," and now that angel is gonna pay! Templeton fires on all cylinders as he comes up with one impossible scenario after another. Much like rubber-neckers at an accident, you can't help but stare at poor Lester's life and cheer as he figures out ways to get back at Stavros. I think this one will make you laugh out loud as well as wonder if you might not have a Stavros of your own. Grade: **A**.

Biggers: Templeton's *Stig's Inferno* is one of the 10 comic-book classics that never should have been allowed to go out of print — and that's why I'm always excited at the prospect of a new Templeton book. *Bigg Time* lives up to my hopes. It's an absurd, dark, sometimes whimsical tale that turns the whole "guardian angel" concept upside down, with delightful results. Now that I've read chapter one, I'm dying to see where the story goes next! Grade: **A**.

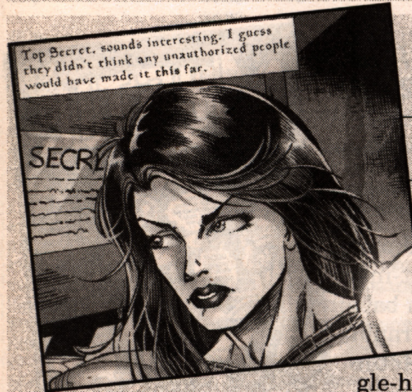
PANEL'S GRADE **A-**

Shorr: Templeton has been around the comics business for a long time and his stories reflect his well-honed ability to tell a story with a minimum of muss and fuss. And *Bigg Time* is no exception. We meet the protagonist and his supporting cast and get his whole reason for being within the first 10 pages. Talk about economy of motion! Templeton can then use the rest of the comic on actual story exposition — what a concept! Grade: **B+**.

Bennett: It's entirely appropriate that, deep in the grip of an '80s nostalgia wave, we're seeing the return of Ty Templeton. Back then, he showed his perfected cartooning skills and unique sense of his humor on his series *Stig's Inferno*, and today those talents are just as evident in this genuine graphic novel that will appeal to all brain-active adults. Grade: **A**.

Mateer: This story of a homeless guy who's suddenly able to see his guardian angel and has certain … issues with him is smart, sharp-edged, and funny. Templeton's been honing his satiric skills since the '80s (does anybody else remember *Stig's Inferno*?) and by now he's a confident storyteller, with clear art, crisp dialogue, and a nasty sense of humor that goes off in unexpected directions and keeps the readers turning the pages (in some ways, these qualities make him reminiscent of Kyle Baker). His one weakness, as with most satirists, is that he sometimes goes for the easy target (see Gerber, Steve). Grade: **A-**.

CiCi #1



Spilled Milk
$2.99, color, 32 pgs.

A cloned woman seeks out her creator when she realizes that her programmed memories are driving her to a life of violence and destruction counter to the religious teachings she has embraced in this four-issue mini-series by Parker Smart and Jason Hall.

Scott: I first saw this book more than two years ago, and unfortunately nothing has been improved upon in that time. What started out as a cross between a '90s Image-like fighting chick meets *Alien: Resurrection* "homage" ended up flat and uninspired, which almost single-handedly shows why these books are no longer the rage they were. The art is OK, but the rest is not even up to that level. If you need this type of book, you can probably find many similar titles in your comics shop's quarter box. Grade: **D**.

Bennett: Amateurish in both story and art, *CiCi* seems to take place in a strange future where breast implants (jutting at awkward angles) and square bifocals seem to be part of the mandatory dress code for mad scientists. The artist seems to have devoted a lot of time to drawing pretty girls, and while he's not quite there yet, maybe it's time he practiced drawing something else. Like everything else. Grade: **D**.

Biggers: *CiCi* is a comic book that can't decide what it wants to be. The story strives for cybertech adventure, but the art is a jarring blend of super-hero adventure and trying-too-hard-to-be-sexy bad-girl cheesecake. That's a shame, too, because the artist has enough talent that he could do a really good job without going the T&A route. Grade: **C-**.

Shorr: Hmmmm, just what we need, another scantily clad woman with a weapon the size of a small car killing people indiscriminately. There is some kind of story to attempt to justify her existence, but the art and concept just fail. Grade: **F**.

Mateer: This is almost a textbook definition of a semi-pro book: both the art and story are almost there, but suffer from stiffness and the occasional amateur mistake. (Example: Female character needs to get dressed, and says to male character, "Could you look the other way? I'm not that modest." Now, think about that for a minute …)

There's potential here, but readers are going to have to wait a few years for these creators to hone their storytelling skills, and get to the next level. Grade: **D+**.

PANEL'S GRADE **D**

Big Daddy Danger #1

DC
$2.95, color, 32 pgs.

Adam Pollina and Tyson McAdoo present a nine-issue mini-series featuring the latest in a line of masked wrestling heroes, Big Daddy Danger. While Daddy is busy fighting such villains as Lady Eighty and Shanghai Suzy, his son, Young Danny Danger, is missing his often-absent father.

Bennett: This is a book that looks, reads, and feels like a proposal for a new Cartoon Network series — and that's not a complaint (they had me from the "masked wrestler" part of the premise). It's an easily spreadable blend of action and fun with just enough drama to make it about something more than masked wrestlers fighting evil (like that isn't enough). It's drawn in a neo-coloring-book style that's clean and crisp that shouldn't be mistaken for being just a "kids comic" — this is that rarest of things, a comic book for the entire family. Grade: **B**.

Scott: I have no idea where Pollina is going with this, but he'll be going without me. This Powerpuff Girls meets the WWF starts on a mildly interesting note with Big Daddy vanquishing the bad guy in the ring but quickly goes downhill with an ultra-predictable story and uninspired dialogue. Grade: **C-**.

PANEL'S GRADE **B-**

Mateer: Pollina's world is a combination of the cartoony and the serious — his heroes and villains are drawn sort-of realistically, while one supporting character looks like Elmer Fudd, and a wrestling opponent looks like the one who used to fight Bugs Bunny. The broadly drawn art, simple dialogue, and straight-ahead action plot are all done well, but mark this as a book mostly for younger readers; kids under about 10 should like it, while older readers might not find it sophisticated enough for their tastes. Grade: **B-**.

Biggers: Maybe you have to like wrestling to appreciate this book. Unfortunately, I don't — and I didn't. I've enjoyed Pollina's work up until this series, but the animation-style cartooniness is a style I've seen too much of, and the storyline never drew me into Big Daddy Danger's universe. I don't feel that this is badly done, mind you — but *Big Daddy Danger* is a story I endured more than enjoyed. Grade: **C**.

Shorr: Sometimes comics are simply diversions from the everyday. *Big Daddy Danger* fills that role quite well. A rollicking good time is had by all (except for the title character) as many adventures ensue — and everyone is still alive at the end of the story. Grade: **B+**.

Point Blank #1

DC/WildStorm
$2.95, color, 32 pgs.

Cole Cash, Grifter of the Wildcats, meets old associate and fellow conspirator John Lynch, who gets Grifter involved in a secret plot with shadowy perpetrators. The mini-series is written by Ed Brubaker with art by Colin Wilson.

Biggers: Brubaker re-establishes himself as a master of comics noir with this dark, suspenseful melodrama. The story features former Wildcat Grifter and his old Team 7 ally John Lynch, but don't look for costumed-hero adventure in these pages — Brubaker's abandoned the intense, primary colors of the super-hero world for the somber, muted tones of crime drama. This five-part series leads into a new ongoing series, *Sleeper,* but it should be enjoyed for what it is, not where it's going. Wilson's art is energetic, gritty, understated — a perfect choice for this moody story. Grade: **A**.

Mateer: There's nothing terrible about this, and fans of the Wildcats character Grifter will want it, but it's pretty much standard-issue gritty espionage stuff, with lots of conversations in bars, hints of past sins catching up with their perpetrators, bleak, rain-driven cityscapes, and people getting beaten up, questioned, and shot. Since it's the first of a five-issue series, it's mostly set-up, so things should get more exciting later — but so far, there s not much to set it above the average comic book. Grade: **C**.

PANEL'S GRADE **B**

Scott: This jury of one is still out on this project. I generally enjoy Brubaker's work, but this book has me confused, in its non-linear pulp-fiction approach. Brubaker is either totally brilliant or he's in way over his head here — only time will tell. Wilson provides some nice background art and decent page layouts, but overall I found his work inconsistent. If you find this book as confusing as I did, move on to Brubaker's excellent *Deadenders* and *Scene of the Crime*. Grade: **C+**.

Shorr: Grifter is a one-trick pony, and that trick isn't even that good. But at least we get Brubaker writing this mini-series, which means that the dialogue and setup for Grifter's single trick will be at least decent.

I hope that Wilson's art isn't too densely detailed for American audiences, who are used to people standing in front of single-color backgrounds with nothing on them. Grade: **B**.

Bennett: This is so good, it makes you wish you could somehow excise all the super-heroic elements. Then you'd "just" have a head-spinning, non-linear, disjointed comic noir that gives all the gritty violence a sharp postmodern spin. But what else would you expect from Brubaker and Watson? Grade: **B**.

Mystic Funnies #3

Fantagraphics
$3.95, b/w, 32 pgs.

R. Crumb presents his first new comic book of the 21st century with an issue that introduces several new characters. Also included in the issue are a one-page Mr. Natural strip, a Super Duck story, and a six-page autobiographical tale.

Shorr: It's nice to see old masters still at work. Crumb hasn't changed a bit, he's still as grumpy as ever, and his perspectives and art are still refreshing as a spring shower. Essential reading. Grade: **A+**.

Bennett: Another three years, another issue of *Mystic Funnies*. This issue has three stories, including: "Hipman," a seemingly stream-of-consciousness discourse on American contemporary culture (as seen from France, anyway) and "Don't Tempt Fate," an autobiographical piece giving you entirely too much insight into Crumb (it's never too late to start therapy, Bob). Finally, there's a Super Duck (for the record, a genuine Golden Age funny-animal comic-book character) story that will let today's punks know that if they want cruel comedy liberally laced with bodily fluids, they should check out the work of the master. Grade: **A**.

Biggers: Been there, done that, had the T shirt, threw it away when it got all faded and worn out and didn't quite fit. Crumb comes painfully close to being a Crumb impersonator this time — all the riffs are here, from his butt fetish to the jarring sexual scenes to the Woody-Allenesque self-doubts — but it's no longer fresh or entertaining. At least "Don't Tempt Fate," the brief autobiographical piece, shows that Crumb can still do worthwhile comics instead of stringing together old shtick. Grade: **D+**.

PANEL'S GRADE **B+**

Mateer: Let's see: You've got your long lead story, a social satire involving a terminally hip-but-insecure guy and a long-legged, big-butted Amazon babe; you've got your short 1950s childhood autobiographical strip; you've got your one-pagers with Mr. Natural and a here's-an-overview-of-our-depressing-existence theme; finally, you've got your short X-rated strip with funny animals. It's not new ground, but after 40 years of work, that's not to be expected. What it does have is Crumb's sly, cynical sense of humor and social commentary, and that masterful pen that knows just where to put each line for maximum effect of character and setting. Grade: **A**.

Scott: It seems France has been a tonic to Crumb. This is pure Crumb, some old (Mr. Natural is here) and some new, like Hipman, but all are equally entertaining. The only surprise for me is that this seems a kinder and gentler Crumb, more self-deprecating and less lashing out, especially at women. You'll want to see this. Grade: **B+**.

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Canceled comics and adventurous musings

Dear Captain ...

By **Andrew Smith**

Cancellations of three Silver Age revamps have The Captain shrugging — and wondering if he's just an old fuddy-duddy. That's a question I'll allow readers to decide.

• *Deadman* #9, shipping Aug. 14, is the last issue of the latest (re)incarnation of Boston Brand. This aging Silver Ager greets the news with a yawn.

For one thing, I wasn't too wild about the five-part mini-series that launched this series, *Deadman: Dead Again*. Not that it was badly done, mind you — it was professionally rendered. It's just that I've grown seriously weary of DC's endless revamps, post-*Crisis on Infinite Earths*. No story, it seems, remains "canon" for long.

Now, don't get me wrong — I'm no slave to that hobgoblin of small minds, the great god Continuity. I happily accept new stories that build upon, explain, explicate, or even invalidate older stories, if the new story is an improvement. Unfortunately, most of DC's incessant tinkering with its own history just strikes me as lazy: new writers coming up with "neat" ideas that simply brush aside what's gone before. As Ron Crum, owner of Comics & Collectibles in Memphis, often says, "If *they* don't care about their characters, why should I?"

Endless retcons are irritating enough to me, but it's worse with milestone events like the deaths of Barry "Flash" Allen, Jason "Robin" Todd, Superman (briefly), and Hal Jordan, which ought to be — in *my* opinion — left alone. I don't want any footnotes popping up in my head when I re-read Barry Allen's final hours, but, thanks to *Dead Again*, the immediate drama will be mitigated, as I mentally add, "but what happens *next* is …!" As The Beatles might say, Let It Be.

The ongoing series was actually pretty good, with some lovely art (occasionally) by the seriously underrated Jose Luis Garcia-Lopez and at least one swell story about "love" after death. That story, in *Deadman* #5-6, gave Boston some sympathetic ethical issues (solve the crime and let his post-mortem lady love go to her rest, or drag his feet and keep her around for his own selfish needs?), raised an issue we've all faced about the difference between romance and companionship (did he really love this girl ghost, or was he just desperate for company?), and mildly pushed the boundaries on DC's overarching concept of the afterlife (I don't like that *too* well defined, thank you, and this story by Steve Vance hit just the right note). I did guess who the murderer was almost immediately — so much for suspense — but I really enjoyed the pickle Boston Brand was in. Frankly, stories that center on characterization always interest me more than plot-driven pieces.

Still and all, though, I have to wonder if the Deadman concept is just too limited to carry an ongoing series. The original *Strange Adventures* Deadman stories still set my heart a-racing, true — but I suspect that was because they were mostly drawn by Neal Adams, back when he was re-inventing the concept of what composes good comic-book art. Absent a revolution in the making, is the Afterlife Aerialist really that interesting as a protagonist? To this creaky reader, he has "supporting character" stamped all over him.

• *Doom Patrol* #11, shipping Aug. 7, is another last issue. Again, the news (from The Westfield Co.'s latest catalog) didn't make me blink.

This version of the World's Strangest Heroes (where have I heard *that* before?), was pretty decent, particularly my own learning curve in disliking newcomer Tan Eng Huat's manga-derived art in #1, to falling rapturously in love with it by the series finale. But he'll find another series, and I can live without *Doom Patrol* monthly.

Part of the problem here is that, yes, I'm an old fogy. My favorite iteration of The DP was the original Arnold Drake-Bruno Premiani series, which ran from *My Greatest Adventure* #80 (Jun 63) to *Doom Patrol* #124 (Jun 73). (The name change came with #86.) When a series is done that well — and ends with such heroic, historic finality — why muck it up?

I hear the howling from those who adored the surreal Grant Morrison run, with Crazy Jane, Danny the Street, *et al*. Well, heck, guys, I enjoyed that, too — in a shake-my-head, Whoa-Nellie kinda way. I've never "dropped" acid, but I imagine the experience would be similar to Morrison's *Doom Patrol*. (And lest that be misread as being an advert for recreational pharmaceuticals, let me hasten to say: "Kids! Drugs are bad, mmm-kay? Read comics, instead!")

Morrison's *DP* was a long, strange trip, to be sure, with wild flights of imagination — but it wasn't, to me, Doom Patrol. And, alas, neither was this series. The Patrol is dead. Let 'em rest in peace. (And where's that second Archives, dang it?)

• *Suicide Squad* #12, shipping Aug. 14, has again lived up to its name with this issue.

For a change, I won't wax nostalgic about the original Suicide Squad, which was introduced in *The Brave and the Bold* #25 (Sep 59) and was never one of my favorites.

However, I'm an ardent fan of the second version of the team, as conceived in *Legends* #3 (Jan 87) and which went on to a rip-roaring ride in its own 66-issue series from 1987 to 1992. Written mostly by John Ostrander, the series breathed life into a host of second-banana characters (like Amanda Waller and Captain Boomerang) and introduced a bunch more (like the Adam Cray Atom and Oracle). To this day, *Suicide Squad* #1-66 remains handy by my computer (along with *Secret Origins, Secret Files, Who's Who in the DC Universe,* and *The Brent Clark Rogers Guide to the DCU*) as must-haves for researching details about DC's characters, since many of those details were introduced in *SS* and have since provided the springboard for a host of terrific stories.

Which is not to say the current *Suicide Squad* was all that bad. I had *some* problems — straight-shooting, honorable Sgt. Rock transforming into a Machiavellian Nick Fury clone, for example, and the *Hill Street Blues*-style overlapping dialogue often made it difficult to figure out who was saying what. But it was OK for what it was worth. And I never tire of seeing badly conceived B-list characters meeting their ends imaginatively and cleaning up the DC universe.

But, as with Deadman and Doom Patrol, I retain too-fond memories of the preceding series and can't warm up to the new one. Make it better, I say, or don't make it at all.

So, gentle readers, does that make The Captain an embittered old fogy, incapable of putting aside the old in favor of the new? Or does it just mean that he has the perspective to know mediocre when he sees it? You decide — and let me know how you feel about these series.

Final Issues in Your Future

- *Cable* #107 (Marvel), shipping July 10
- *Deadpool* #69 (Marvel), shipping July 10
- *Doom Patrol* #11 (DC), shipping Aug. 7
- *Deadman* #9 (DC), shipping Aug. 14
- *Suicide Squad* #12 (DC), shipping Aug. 14

Adventurous antics

As long as we're being long-winded in the Canceled Comics Cavalcade this week, here's a letter prompted by the ongoing debate about ***Superman Adventures****, spawned by the CCC.* ***Matt Williams*** *of* ***Troy, Ala.****, writes:*

I remember from your ***CBG*** columns that you and your wife are big *Batman: Gotham Adventures* fans. I also remember that you did not care for the *Superman Adventures* title, largely due to the inconsistent creative teams producing stories of widely varying quality. I was just wondering if you had been following *Justice League Adventures* — and, if so, what your thoughts are on it thus far.

My wife and I have followed it up to this month, but once again the specter of alternating creative teams has led us to cut it from our reserve list. I can say that I've enjoyed two of the issues thus far, the first being Fabian Nicieza's story about the Daxamites. I honestly expected to hate the recent issue with The Flash becoming two-dimensional, but its Silver Age charm won me over.

Overall, though, this title's inconsistent quality has soured us on it. The *Gotham Adventures* team, and we fans of that team, always talk about that title telling simple, but not simplistic, stories. It seems as if some of the *JL Adventures* writers are actually writing simplistic stories without the emotional punch you usually get from *B:GA*.

I'm also wondering if some of the creators are taking *JL Adventures* as their opportunity to get that Sil-

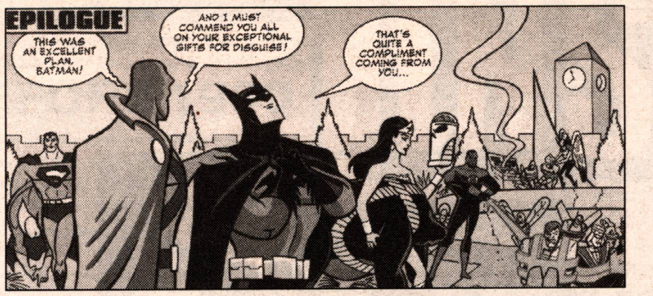
ver Age story they've always wanted to tell out of their systems. Do you think that is really appealing to the kids of today or to the older fans who miss stories like the "Flash Fax" tale?

***The Captain** replies:*

Your accurate recall of The Captain's voluminous blithering on this subject paints me in a corner, Matt — since I do like *Justice League Adventures*, despite the rotating creative teams.

For one thing, I have differing expectations for team series vs. solo-star series. In a team book, the focus must necessarily shift from character to character, to allow all to shine equally. Gardner Fox was a master of this in the original *Justice League of America* series, somehow finding ways to make Green Arrow useful when teamed with Superman, say, or Aquaman with Green Lantern. Perhaps having learned at the feet of that master, I accept without blinking the shorthand characterization (and sometimes inconsistent use) of the many characters in a team adventure. Perhaps, on some level, I allow myself to assume that more information on each character is available elsewhere, and I should go with the flow of multi-character storytelling without sweating the details.

And, besides, it's just plain cool seeing all those primary-color outfits go into action at once! (I actually get a chill during the intro to the animated series, as those famous icons go whizzing past my unblinking eyes. Lord, I've waited a long time — and endured many *Super Friends* sneers — for *Justice League*!)



In a solo series, however, I'm less generous. If it stars Batman, then Batman had better be three-dimensional, plausible, and riveting. Ditto for The Man of Steel. You can't switch the focus to, say, The Flash in *Superman Adventures*. You can, however, make good use of supporting characters — which *Gotham Adventures* routinely does with Nightwing, Robin, and Batgirl, but which I didn't see done as well with Lois and Jimmy in *Superman Adventures*.

I'm not trying to beat a dead horse, here — my e-mail tells me there are a lot of *SA* fans who were sorry to see the series go. For their sake, I'm sorry, too.

But I'm trying to explain why I truly enjoy *Justice League Adventures*, when it carries some of the same faults I found with *Superman Adventures*. In short, I find the argument one of apples and oranges.

With *JL*, I'm simply delighted by the Silver Age feel you mention. I do not wish for the return of the Silver Age, nor do I wish to turn back the clock. But I do enjoy it for the fond memories it evokes, regardless of writer (as I suspect do others of my generation), and I'd lay money that young readers of the first-time variety will find it an engrossing entry into the fabulous world of funnybooks.

Which is a second reason I'm pleased with *JL Adventures*: I can recommend it to children, without fear of parental ire.

A co-worker approached me the other day with a dilemma. Thanks to Cartoon Network's *Justice League* series, his 7-year-old is now peppering him with questions about Green Lantern, Hawkgirl, Martian Manhunter, and his new favorite, The Flash. My pal — already familiar with Batman, Superman, and Wonder Woman — wanted some kind of *CliffsNotes* introduction to the other characters from me, so that he could answer those questions.

With almost a sigh of relief, I was able to say, "Buy *Justice League Adventures* and read them with your boy. You'll both get all the info you need, the kid will learn to appreciate reading, and you can't ask for a better moral paradigm for your child." He thanked me and headed for the comics shop.

I never had opportunity to do that with *Superman Adventures* — adults already think they know all they need to about that character. And I can't do that with the mainstream *JLA* — it's off-putting for non-comics-reading adults and too violent for kids. Ah, but with *JL Adventures* ...

All I can say is, "Thanks, DC! Now where's *Smallville: The Series*? Lord knows I'm quizzed about that all the time, too!" ✦

*Andrew Smith writes the Captain Comics syndicated newspaper column. He can be reached at **capncomics@aol.com** or on his message board **www.eboards4all.com/07422**. Please include a city and state of address.*

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G.I. Joe Vol. 1 TPB — Marvel

$24.95, color, 240 pgs., available now
reviewed by **Brent Frankenhoff**

With the resurgence in interest in various '80s properties, it was only natural that Marvel would repackage its highly popular *G.I. Joe: A Real American Hero* comics as a series of trade paperbacks. The early issues and the last few issues of the series have been going up in value since last summer when Devil's Due announced its plans for a new ongoing series updating the Joe team and their evil counterparts, Cobra.

This first in a series of trades collects the first 10 issues of the Marvel series. While most stories are Done in One, there are a few bits of lingering soap opera business that carry over from adventure to adventure such as Snake Eyes' backstory and his attraction to another member of the team.

The action is great and while the occasional new vehicle or new team member is an obvious tie-in to the introduction of a toy from Hasbro, it's not so ham-handed as such earlier toy tie-ins as the Evel Knievel one-shot produced in the mid-1970s.

Writer Larry Hama definitely knows his military lingo and weaponry, making the adventures almost believable. With art by Herb Trimpe, Mike Vosburg, and Don Perlin (who also worked on Marvel's *Transformers* series), it's easy to see why this series was such a hit the first time around and why these trade paperbacks should prove to be nearly as big a hit with a new generation. The only quibble would be the price point. At better than 10¢ per page, this is not such a great bargain, unless you compare it with the price of the respective back issues. An *Essentials* edition would have given readers more issues at a much lower cost.

G.I. Joe Vol. 1

PRO	CON
Introduces the series quickly.	Pricey for what's here.

GRADE: B+

www.marvel.com

Simpsons Comics #70 — Bongo

$2.50, color, 32 pgs., available now
reviewed by **Jack Abramowitz**

In the style of those *Simpsons* episodes that cast America's favorite animated family as characters from the *Bible* or from American folklore, this issue engages them as figures from Greek myths.

The framing sequence involves Springfield's Homer as the poet Homer. Tired of hearing *The Iliad* and *The Odyssey*, Homer's audience demands new stories. He obliges them with tales of the gods. In the first, Bart undertakes 12 labors as Hercules. Next, Marge is Persephone to Homer's Hades. Finally, Bart returns as Perseus, pursuing his aunt as the gorgon Medusa. In a back-up tale, Aesop Flanders shares his fables.

Simpsons Comics #70

PRO	CON
Ralph the Satyr.	Smithers' tighty-whities.

GRADE: B

While the stories are enjoyable, they're not half as clever as some of the "throwaway" visuals and one-liners. Ralph Wiggum's portrayal of a satyr is particularly dead-on.

The art, for the most part, is consistent with the look of the television show, although in a very few places it appears a little too cartoonish, rendered more simply than normally appropriate. It is a difference that only the most hardcore Simpsons fan will discern and it will not affect enjoyment of the issue.

With a little tightening and sharpening, a story such as this might make a worthy entry in the TV series.

www.marvel.com

PICK OF THE WEEK

Wake #3: Gearing Up — NBM

$9.95, color, 56 pgs., available now

For the first few pages, there is little that proclaims the grandeur of the storyline; its beginnings are simple, as a young man leads a stones-against-tanks revolt against a tyrannical government on a distant planet. And The Wake is shown to be a group of space-roaming colonists searching for inhabitable worlds. Interesting enough, to be sure, but hardly compelling.

But wait. When one of The Wake's generals reveals to lead character Agent Navee that this distant planet has demonstrated a phenomenal rate of evolution, things begin to gel. And when Navee, who believes she is sole survivor of her race, is told that the world is now inhabited by beings not unlike her, she gladly accepts her assigned mission to check things out.

As she meets up with the world's young resistance leader, a rich and grandiose adventure begins to shape itself. By instilling a universe worth of wonder and ideas, writer Jean David Morvan captivates the audience the same way the first *Star Wars* movie did 25 years ago. A simple enough premise is laid down and eventually extrapolated into a brilliantly developed world, full of allegories to politics, technology, and other elements in the same way that George Lucas did for his universe.

And as seems to be the standard for European comics, this one is lavishly illustrated by Philippe Buchet. Both the imaginative designs and detailed executions give this book a charge that feeds a craving for the series' prior two volumes, as well as any subsequent ones. For those who haven't yet sampled any of NBM's European graphic novels, the time has come. Try it.

reviewed by **Jim Johnson**
www.nbmpub.com
ISBN: 1-56163-315-1

Wake #3

PRO	CON
Star Wars-like fantasy.	No early attention-getter.

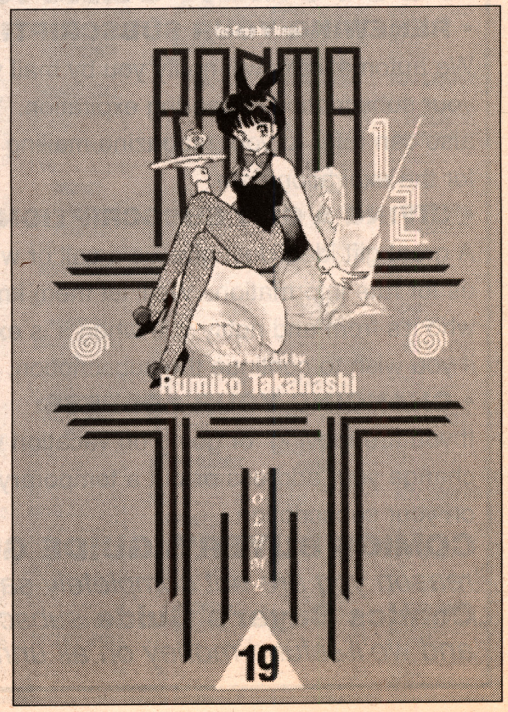
GRADE: A

Ranma 1/2 GN #19 — Viz

$15.95, b/w and color, 184 pgs., available now
reviewed by **Oliver Chin**

The gender-bending wackiness continues *ad infinitum* in Rumiko Takahashi's long-running episodic comedy. For the few who still need filling in, Ranma is betrothed to Akane but is cursed to change into a cute girl whenever he is splashed with cold water (and back to a guy when splashed with hot water).

In this installment, Ranma gives his dad Genma an inferiority complex: Has the son



Ranma 1/2 GN #19

PRO Regular readers like the ride.
CON Same route, similar results.
GRADE: B

become a better martial artist than the father? Prideful Genma won't let his boy get the best of him, as he challenges Ranma to a duel and unleashes the deadly technique The Cradle from Hell.

Later, Akane, a notoriously awful cook, concocts an unusually ugly batch of mochi. However, this sweet snack packs a punch; if her true love eats some, he will get the mark of cherry blossom petals on his forehead. Will her long-losing suitor Ryoga be the first taste-tester? Will Ranma be the last? Then, Mariko, the fearsome cheerleader of Seisun High, makes the fatal mistake of falling in love with Furinkan High's kendo-wielding Kuno. But will Ranma defend her honor to the death?

The master of soap-opera sagas, Takahashi drives the story like a Honda: a reliable concept that keeps going as long as you put in the gas.

www.viz.com

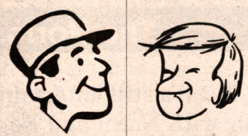
Cavewoman: Pangean Sea #5 — Basement

$3.25, b/w, 32 pgs., available now
reviewed by **S.A. Bennett**

Cavewoman has always had a not-entirely professional quality to it. The weakness in the art becomes apparent whenever the story (a distillation of just about every B-movie cliché imaginable) wanders from what creator Bud Root clearly thinks of as "the good parts" — the barely dressed Meriem and King Kong look-alike Klyde. They're always lovingly depicted, but less-important cast members tend to look like Mort Drucker caricatures.

Still, the comic book always serves up a generous amount of fun and it's clear by the way he treats her, in spite of the copious amounts of cheesecake, Root clearly respects his main character. And you have to respect anyone who uses his comic book to help promote (appropriately enough) the U.S. Breast Cancer Research stamp.

Cavewoman: P.S. #5



PRO Klyde.
CON What's going on?
GRADE: B

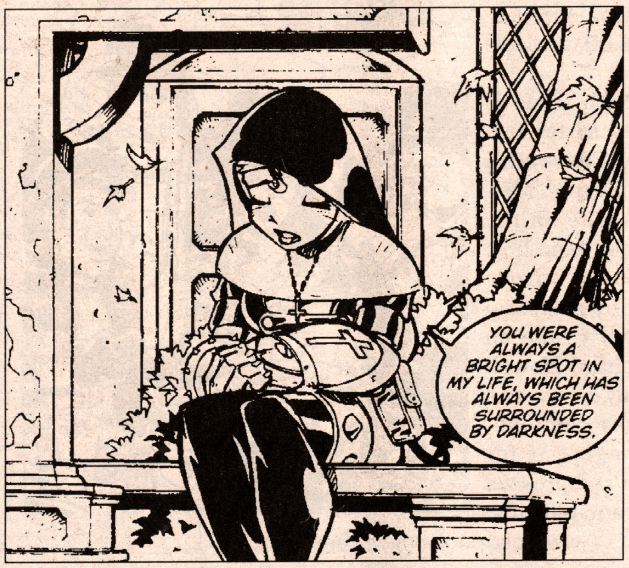
Sadly, this special sideways issue (reading like a series of spectacular Sunday comics) is a lousy jumping-on spot for new readers. There's no handy "Who's Who" of the large cast, let alone a handy bit of exposition to explain what they're doing. But there are jungle girls, giant apes, yetis, monster fights, plane crashes, and zombies. Who could ask for anything more?

www.viz.com

Warrior Nun Areala #8 — Antarctic

$2.99, b/w, 32 pgs., available now
reviewed by **Nathan Melby**

Imagine that Buffy Summers was not a teen-ager strolling through the streets of Sunnydale, fighting vampires and the undead with her friends. Imagine that Buffy Summers was a nun in a convent, still fighting the forces of evil, but for god, and you get *Warrior Nun Areala*. The two stories in #8 really show two extremities of the life of a warrior nun.



This first story is basically a sob story flashback featuring Areala crying over the fact that she could not stop the death of an orphan the convent had taken in. The story is well-told and the comic book looks fine, it's just that there seems to be something missing within it. It might have to do with the fact that the story is only 16 pages long.

There is a second story in *Warrior Nun Areala*, one

SERIES SPOTLIGHT

Adventures of Superman #603-605

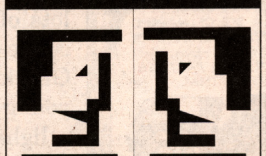
DC
$2.25@, color, 32 pgs.@, available now

The Crime Syndicate of Amerika is back. This is not the Silver Age Earth-3 Crime Syndicate, it is the anti-matter universe version from the now-canonical *Earth-2* graphic novel. It's useful to have read that before undertaking this issue — but probably not imperative.

Yes, the bulk of the story involves Superman and Ultraman hitting each other. Normally, this would be a big strike against the issue, but the Crime Syndicate characters are so seldom seen and the contrasts between the two analogs are so significant, that it is acceptable. Along for the ride are Owlman and Superwoman from that other Earth. Their nefarious schemes add more suspense to the story as it's unclear whether they're on Superman's or Ultraman's side.

Also in the mix are Krypto, and what appears to be Superbaby, more Silver Age concepts played straight. (Well, as straight as is feasible, at least.) The art, by many hands, is too cartoony for much of the subject matter. It works well with Superbaby, since that is such a ludicrous concept to start with, but Superman as drawn by Carlos Meglia looks like a parody of himself. Or perhaps like Herman Munster.

Adv. of Supes #603-605



PRO Crime Syndicate still fresh.
CON Doesn't look like Superman.

Another point to be made is DC's going away from the interlocking Super-titles where the overall plot advanced through four titles per month. Since the changeover late last year, each series has its own ongoing storyline which barely touches the other titles. In this case, it took three months to resolve a story that should have been over in three weeks and only took a matter of minutes or hours in "story time."

Jack Abramowitz and Brent Frankenhoff

GRADE B+

www.dccomics.com

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From CBG #1492 and #1493

Action Comics #791	B+	*The Filth #1*	A	*Skinwalker #1*	A
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Captain Marvel #30	B	*Luba #6*	B	*Superman: Ultimate Guide*	A
Chiaroscuro #1-3	B+	*Mortal Souls #1A*	B	*The Vanishers*	B
Colonia #1-7	A	*Radioactive Man #575*	B+	*Veronica #127*	B+
Electric Girl #6	D	*The Rapture #1*	B	*Worst Thing I've Ever Done*	B+
		Revolving Hammer #1	B+	*We Three Kings*	B+

COMICS GUIDE

By Maggie Thompson

The Norm/Hotel Keys 3 — The Norm.com

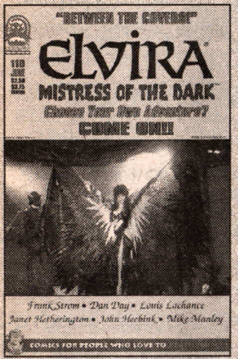
Michael Jantze, black and white, 32 pgs., $4, available now.

The pricetag is hefty for a storyline that's quickly read, but it's still entertaining and worth revisiting. While the newspaper strip began the year with Norm and Reine married, this collection shows the early stages of their relationship — stages in which the term "relationship" is almost too serious. As he tells an ex-girlfriend, "Reine and I are engaged but not really and I have a crush on her." Reine had told her Mom that she was engaged to Norm; this was before they were even dating. So this chunk of strips deals

with what followed. Jantze's art is lovely, well designed, and well-paced. The continuity is best in these collections, and Jantze is a master of packaging his work for his fans. He tosses off concepts ("I created a photo database on my PDA of everyone I've met. I can search by name, body type, hair color, anything!" "Not really. But wouldn't that be cool?") including interacting with his inner child and his inner old man — oh, and Sting. *And* Garrison Keillor. The Norm is a beautifully done strip that's not running in all local papers. The issues (which can later be stored in a lovely box, also from Jantze) make up for that. ISBN 0-970-6004-6-1 www.thenorm.com

Elvira Mistress of the Dark #110 — Claypool

Frank Strom, Dan Day, Louise LaChance, Janet Hetherington, John Heebink, Peter Secosh, Mike Manley, black and white, 32 pgs., $2.50, available now.

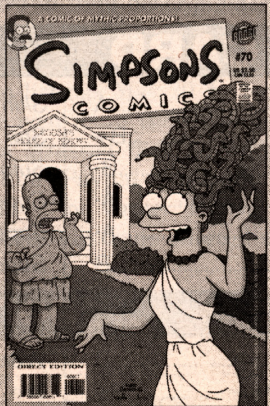


The Claypool series in which each issue is "Done in One" is Elvira, its licensed series featuring the adventures of real-life Cassandra Peterson's alter ego as the over-the-top "Mistress of the Dark." This issue is a take on the "Choose Your Own Adventures" books "and how they can be used to cause armageddon, invoke the juggernaut, and summon evil, supernatural forces." As a bonus, there's an Elvira take on Survivor-type TV shows. Editor Richard Howell says they're striving to provide crazy, loopy, and alluring entertainment; it's a tricky combination, but Claypool has been managing it for nine years. As is typical of Claypool titles, the issue is a compressed package of satire, wordplay, "Good Girl Art," and coherent plotting. Where else is there such a mix? www.claypoolcomics.com

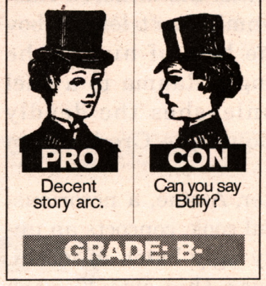
Simpsons Comics #70 — Bongo

Ian Boothby, John Costanza, Steve Steere Jr., color, 32 pgs., $2.50, available now.

As ever with Bongo comics, some Done in One issues are just lots of fun and some are over-the-top exceptional. This one, "A comic of mythic proportions," it says on the cover, has as its focus Greek mythology. And it is one of those definitive "great for young and old" issues. The kids will get a light-hearted introduction to the very concepts of mythology (with commentary, of course, from Homer). The adults will get jokes aimed at an audience familiar with both *The Simpsons* and The Classics. For example, Bart plays Hercules, who's given "something to do" (12 labors, of course) by Hera (Marge). "Aw, man! *Labors* are worse than *chores*!" Zeus (Homer again) replies moodily, "Hey, you think *you* got it *tough*? When *I* was your age, my dad *ate* me." Complete with Simpsonesque takes on Aesop's tales, the issue deserves bonus circulation in the form of gifts to anyone who has the background to appreciate it.



Warrior Nun Areala #8



GRADE: B-

that goes out of its way to make no sense. It features a group of warrior nuns in a futuristic fight against aliens that gets so jumbled in its drawing that it is hard to make out any difference between the characters and what is really going on in the story. Writer/Artist Craig Babiar does a good job overall, but the comic book does need to be a little less jumbled.

www.antarcticpress.com

The Thing: Freakshow #1 — Marvel

$2.99, color, 32 pgs., available now
reviewed by **Brett Weiss**

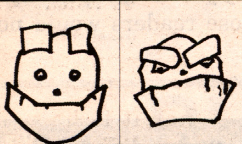
The Thing: Freakshow #1 accomplishes a couple of things (so to speak). It sheds light on a prophetic moment in the craggy curmudgeon's childhood (he was cursed by a gypsy for bullying her freakish son), and it clobbers readers over the head with the notion that The Thing is a misfit and has good reason to grumble and gripe.

Much like Ringo Starr of The Fab Four, The Thing is the least respected member of The Fantastic Four. During a parade in honor of the FF, Johnny Storm shows off for adoring female fans while a young child cries in horror at the sight of the super-strong "Rock Star" (as Johnny calls him). Worse, a construction worker commenting on the greatness of the FF says: "Heck, they even take care of The Thing. Y'know. Look after it 'n' stuff."

One sympathy-inducing scene involves a presumptuous Reed Richards. When The Thing gets injured in battle, Reed's absolutely giddy at the prospect of studying the skin (or whatever's) beneath Thing's nigh invulnerable hide. Thing says he's not a laboratory experiment and storms off.

Produced by the current *Flash* team of Geoff Johns

Thing: Freakshow #1



PRO Kollins draws beautifully.

CON Ben Grimm was a bully?

GRADE: B

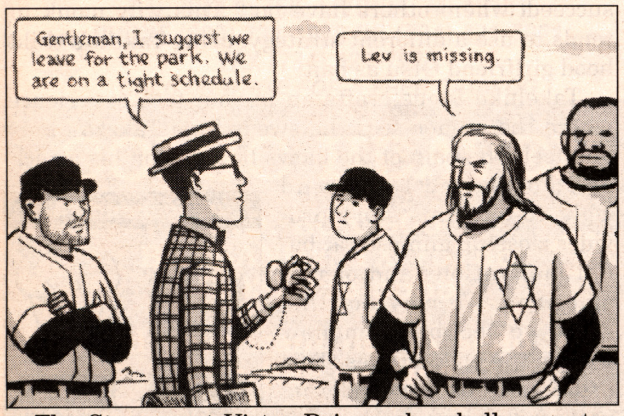
and Scott Kollins, *Freakshow* ends on a freakish (if coincidental) note, setting up interesting possibilities. Kollins' detailed style fits The Thing perfectly, and Johns interjects a good dose of humor into the story once the disgruntled character hits the road. However, the overall storyline needs to pick up in subsequent issues for this mini-series to live up to its potential.

www.marvel.com

Golem's Mighty Swing Drawn & Quarterly

$12.95, b/w, 112 pgs., available now
reviewed by **Jack Abramowitz**

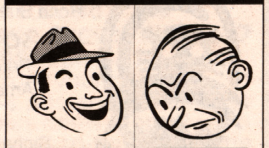
In this Prohibition-era tale, the Stars of David are an all-Jewish baseball team, traveling from town to town. Despite this unlikely premise, creator James Sturm makes it work.



The Stars meet Victor Paige, a baseball promoter with an idea for a gimmick: dress Henry Bell, a huge man and the team's sole black player, as a mythical Golem. Despite initial hesitancy on the part of Manager Noah Strauss (who bears an uncanny resemblance to Jesus for no apparent reason), the Stars grudgingly accept the idea. But how will it play in a town which has been stirred into a frenzy by the anti-Semitic editorials of a local captain of industry?

It is especially interesting to see the gimmicky-themed teams of the time, such as an "all-Indian" (Native American) team or a team dressed like hillbillies.

Golem's Mighty Swing



PRO Well-written and intelligent.

CON Unlikely premise.

GRADE: A

Despite its well-earned reputation as the Great American Pastime, baseball is not always interesting to watch and can be even less interesting to read about. Sturm provides us with characters and situations that engage the reader on Page One and hold onto him throughout.

www.drawnandquarterly.com

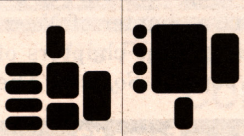
Nicktoons Special #5 Nickelodeon Magazine

$4.95, color, 56 pgs., available now
reviewed by **S.A. Bennett**

The standard comic-book format looks pretty shabby compared to this special issue of *Nickelodeon Magazine*, unavailable in comic shops (my copy was found at Kroger's). Just check out the contents of this special Spongebob Squarepants issue; articles on the cartoon series, a large pullout Spongebob and Patrick poster, an article on real, lame super-heroes hosted by Spongebob's own heroes, Mermaid Man and Barnacle Boy (the highlight; Black Spider, a '40s mystery man whose gimmick was scaring crooks with his pet spiders — and you thought The Red Bee was pathetic), and five new Spongebob stories. By far the best of them being "Hiccup! And Away!" by Sherman Cohen, a Nickelodeon animator who really brings the characters to life on the printed page.

But wait, there's more. Along with puzzles and comic stories featuring Jimmy Neutron, Rugrats, and The Wild Thornberrys, there's a special Invader Zim section with a diagram of Zim's house, a short interview with his creator Jhonen Vasquez, and an original four-page Invader Zim comic by him that's sure to delight all the Johnny the Homicidal Maniac fans out there (By the way, when was the last time Vasquez drew something for the direct market? Thought so).

Nicktoons Special #5



PRO Sherman Cohen.

CON No Angry Beavers.

GRADE: A

With its rich colors and high production values, this supposed kids magazine shames a lot of supposedly "serious" comic books.

www.drawnandquarterly.com

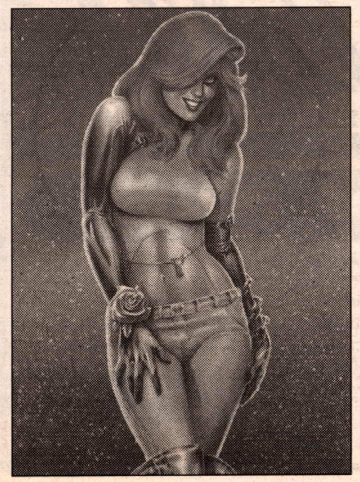
Definitive Dawn Cards Dynamic Forces

72 basic cards plus 17 chase cards, available now
reviewed by **Brent Frankenhoff**

OK, it's not a comic book, but Dynamic Forces' Definitive Dawn Trading Cards spotlighting J. Michael Linsner's best-known creation is a definite must for any Dawn fan's collection.

While perhaps best-known for its signed and numbered editions of popular comics published by other companies, Dynamic Forces has branched out with several original trading-card sets and a line of statuary that is both excellently produced and affordable.

The 72 basic cards in this set reproduce various Linsner paintings and drawings from the past few years on the fronts with Linsner's commentary on their creation or other random thoughts (some of which are hilarious) on the card backs.



The cards are well-produced and each box, as with most Dynamic Forces' offerings is well-collated, yielding two complete sets, plus a few chase cards.

Unfortunately for DF, there was a misprint on the card wrappers indicating that sketch cards were available one in approximately every 36 packs, making buyers think that they would average one per box, when the actual ratio was one card for every 360 packs. On the plus side, 150 additional Dawn "eye" sketches by Linsner were included in the run, making it possible for there to be one inserted in approximately every seventh box, rather than one per case, as originally planned.

Linsner's insights on his artistic process and why he named certain prints as he did are interesting and the art is beautiful. It's obviously not for children with some blood and suggestive poses by his red-headed heroine, but there is no real nudity in the set.

The chromium chase cards are also well-produced and the accompanying binder (available separately) offers an attractive and safe haven for the cards when you assemble your complete set.

Interest in comics-card collecting may have waned in the past few years, but professionally produced sets like this one certainly open the possibility for more such sets in the future. The trick is to offer good collation so that buyers get at least one complete basic set per box and a product that shows that the manufacturer spent time on it and didn't just slap together a bunch of random stills with minimal information on the back.

Definitive Dawn Cards

PRO Excellent commentary by Linsner.

CON More fans aren't interested.

GRADE: B+

www.dynamicforces.com

Archie's Pal Jughead Comics #144 Archie

$1.99, color, 32 pgs., available now
reviewed by **Brett Weiss**

Jughead Jones is more than a one-joke character. Sure, he prefers food — lots and lots of it — to girls,

THE REVIEW CREW

Brent Frankenhoff

Managing editor of *Comics Buyer's Guide*, Brent manages this rotating circle of *CBG* Review Crew writers. In between, he finds time for reviews.

Review copies to 700 E. State St., Iola, WI 54990

Oliver Chin

Oliver Chin is director of sales and marketing for North Atlantic Books and Frog Ltd., and a freelance writer for *Comics & Games Retailer*.

Review copies to 535 Rockdale, San Francisco, CA 94127

Jim Johnson

Jim has been a fan of mainstream, independent, and alternative comics for more than 23 years and has given a mental review to each of the 10,000 comics in his collection.

E-mail Jim at: JimsReview@Yahoo.com

Brett Weiss

A former owner of Fantastic Comics & Cards, Brett has collected comics for almost three decades. He is now a full-time freelancer, writing reviews.

Review copies to 6537 Moonglow Ln., Watauga, TX 76148

Jack Abramowitz

Jack is the administrator of a national youth movement. He's been collecting comics for 30 years and writing about them for 10.

Review copies to 2556 Bessemund Ave., Far Rockaway, NY 11691

Nathan Melby

Nathan Melby is *CBG*'s reporter.

In between hard-hitting news assignments, he takes time to relax with new comics.

Review copies to 700 E. State St., Iola, WI 54990.

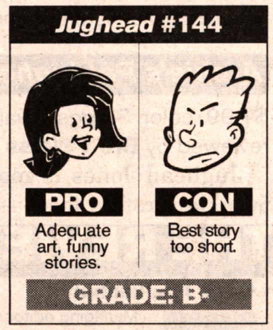
S.A. Bennett

S.A. is also a member of the Retailer Review panel for *CBG*'s *Comics in Your Future*.

Review copies to Dark Star Comics, 237 Xenia Ave., Yellow Springs, OH 45387

sports, music, and anything else teen-age boys generally find interesting. However, he's also a major league slacker, an incorrigible mooch, and a diehard eccentric. He seems downright proud of his freewheeling ways, as emphasized by his carefree, though strangely cocky, strut.

In the sitcom-like "Odd Man Out," Jughead finds himself being outdone by someone even weirder than himself. Coifed in spiked orange hair, Cornthwaite eats more, wears stranger clothing, and in general behaves in a more outlandish fashion. The reasoning behind Cornthwaite's madness is surprising, and the tale actually tries to say something about human behavior. However, the situations are resolved too neatly and too quickly, even for a kid's comic.



Other, less satisfying stories in the issue find Jughead trying to bum money off Archie (an enabler if there ever was one) and cooking up a pot of something so smelly that his mother makes him take it outside. Kids will laugh at the many rebuffs Jughead suffers at the hands of his friends, and at the stinky concoction, but adults who still enjoy the adventures of Archie Andrews and the gang will be mildly disappointed.

www.archie.com

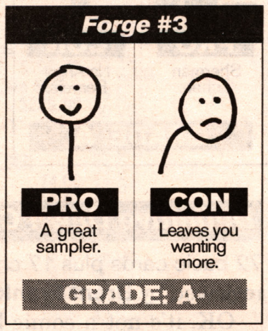
Forge #3 — CrossGen

$9.95, color, 272 pgs., available now
reviewed by **Nathan Melby**

While CrossGen has done a great job of collecting all its series in trade paperbacks it's still hard to follow your favorite stories without buying each of the trades released in a month. By far the best part about *Edge* and *Forge* is the price for how much you get.

CrossGen gives you a choice: Buy your favorite titles monthly or wait just a little longer to buy them in trade paperback form and pay a little more, but get a lot more story for your money. It really is a great idea that CrossGen is going to milk for all it's worth until people stop buying the compilations and just continue to buy their favorite titles.

The latest *Forge* features two chapters from *Meridian* (the best two chapters so far), a chapter of *Negation*, the first chapter of *The Path*, three chapters of *Crux*, and three chapters of the popular *Sojourn*. The best part about these CrossGen compendiums is how they give readers an idea of the different types of stories CrossGen has to offer. From the space-age *Negation* to the almost medieval *Sojourn* to the feudal-Asian *The Path*, there is much to pick and choose from for such a low price.



CrossGen continues to do a great job of marketing itself to all audiences, and with these trade paperbacks they just might pick up a few more readers for a title those readers would not have picked up as a standalone.

www.crossgen.com

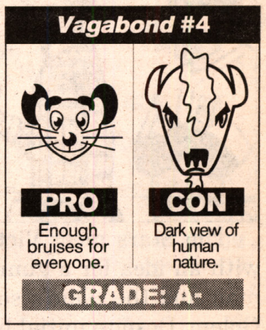
Vagabond #4 — Viz

$4.95, b/w, 80 pgs., available now
reviewed by **Oliver Chin**

Feudal Japan continues to be a fertile field for fantastic fables. From this soil sprouts *Vagabond*, armed and dangerous. Set in the Tokugawa Era, with the countryside is in chaos, Takezo and his friend Matahachi survive a battle but may not win the war. With a bounty on his head, Takezo must fight bandits, border patrols, and villagers seeking revenge or just a little easy money.

In this manhunt, can anyone bring him to justice? Will it be Matahachi's mother, who won't forgive Takezo for taking her baby away? Or Tsujikaze, who wishes to avenge his dead brother? However, when a man is on the run, he is at his most dangerous. Can Takuan succeed, where others have not? This wily monk intends to use a different strategy: using Takezo's childhood girlfriend Otsu as bait.

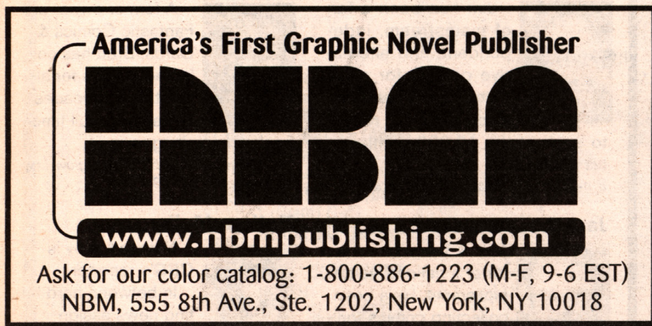
Takehiko Inoue crafts an in-your-face experience, where the reader sees the sweat from Takezo's brow and feels the pain of the blows he rains on his attackers. Formatted to be read right-to-left, this story provides close-up glimpses at banal motivations and of raw emotions. We may not like what we see, but somehow we can't avert our eyes. This drifter weaves a meandering path, fueled by a fearless fire that burns anyone who gets in his way.

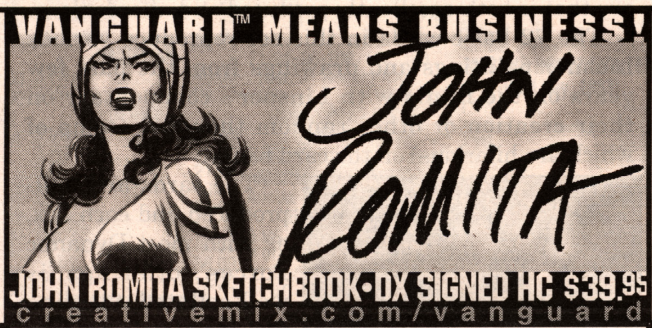


www.viz.com

PUBLISHER'S SHOWCASE

Publisher showcase ads are available at $32.00 each. Typesetting is included in the cost.

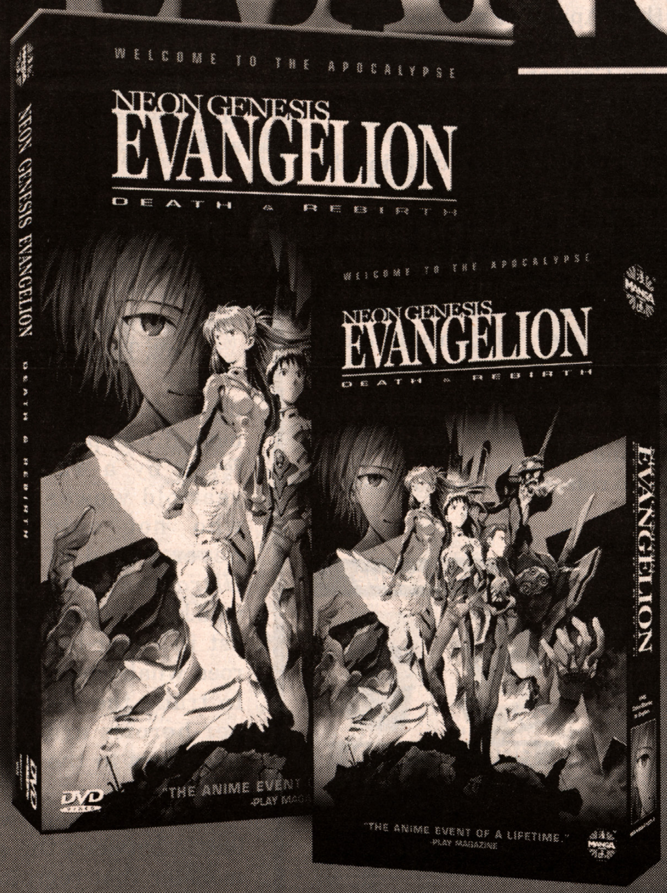




WELCOME TO THE APOCALYPSE

"EVANGELION FANS REJOICE! THE WAIT IS OVER!" - *Wizard Magazine*

NEON GENESIS EVANGELION



DEATH & REBIRTH

THE SENSATIONAL CONCLUSION TO THE EPIC NEON GENESIS EVANGELION SAGA WILL BE TOLD IN TWO INCREDIBLE FEATURES!

From the animators at Production I.G. (Ghost in the Shell, Blood: The Last Vampire) & Studio GAINAX (The Wings of Honneamise) comes the *first half* of the sensational conclusion to the NEON GENESIS EVANGELION saga!

At the dawn of the new millennium, mankind has awakened a threat unlike any faced before - the Angels. Conventional weapons are useless against them. They can only be stopped by means of the Evangelions - bio-engineered vessels born from the Angels' own technology. But this forbidden knowledge is also the key to bringing about a startling new genesis for the human race. Placed in the hands of three young pilots, with the final fate of humanity resting upon their shoulders, the Evangelions are the world's last hope.

Featuring stunning animation, blistering sci-fi mecha action and dramatic revelations, NEON GENESIS EVANGELION "Death & Rebirth" is anime that will blow you away!

"THE ANIME EVENT OF A LIFETIME" - *Play Magazine*

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PLUS! Mokuji Interactive Feature (Mokuji = Contents)! The Special Features side of this DVD allows the viewers to select from an on-screen, chapter specific index of Eva-related terms, character descriptions & other valuable information while viewing the film. The perfect resource for the seasoned Evangelion fan eager to learn more, as well as a comprehensive introduction for those new to the story!

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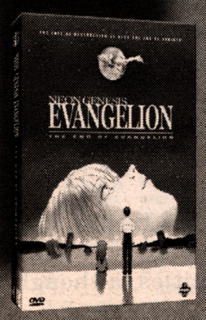

AND LOOK FOR **THE END OF EVANGELION**
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Screening Room

Questions? Comments? Criticisms? Late fees?

Correspondence to CBG, 700 E. State St., Iola, WI 54990
or ohso@krause.com

Vampire Hunter D: Special Edition DVD Urban Vision

$29.95, 80 min., available now
reviewed by **Brent Frankenhoff**

A classic of Japanese animation is back again, this time on DVD. Urban Vision's re-release of the 1985 film is an excellent addition to anyone's anime collection.

Based on the novel by Hideyuki Kikuchi, illustrated by Yoshitaka Amano, the story is set more than 10,000 years in the future, where society has returned to a feudal existence. Peasants labor with cyborg animals and various supernatural terrors, including werewolves, ghosts, and vampires, stalk the land.

When, Doris, the daughter of the local vampire hunter, is chosen as the latest bride of the immortal Count Magnus Lee, she summons the enigmatic D, a vampire hunter of some repute. D has many secrets, some obvious and others hidden, and the film reveals them at the appropriate times.

The film is quickly paced with plenty of action, very little quiet time, and enough blood and guts to satisfy any horror fan.

The DVD definitely provides value for the price with a "making of" short feature, a videogame preview, Japanese and English trailers for the film as well as other Urban Vision releases, and an Amano artwork gallery with a text piece by Neil Gaiman, who worked with Amano on the award-winning *Sandman: The Dream Hunters*. An excellent update that still stands up after more than 15 years.

www.urban-vision.com

Vampire Hunter D

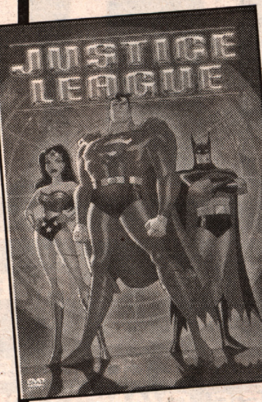
PRO	CON
Great update of a classic.	Doris for a heroine's name?

GRADE: A-

WATCH THIS

Justice League DVD

Warner Home Video
$19.98, 60 minutes, available now



Every version of the Justice League's origin has revolved around an alien invasion, be they Appellax warriors, renegade Martians, or starfish conquerors. "Secret Origins," the pilot for the Cartoon Network series, is no exception. This invasion, however, is in the grand, public *Independence Day*-style.

The various members of The League bring different strengths to the mix. Superman and Batman are old familiar favorites, who help viewers ease into the new team. Flash is reminiscent of the wise-cracking ladies' man he was when he first inherited his uncle's mantle. Green Lantern John Stewart doesn't make much in the way of creative ring constructs, but he exudes heroism. Wonder Woman and J'onn J'onzz, both newcomers to our society, bring fresh perspectives. Only Hawkgirl cries out for more exposure. She remains an enigma.

The voice talents are well-cast, especially Green Lantern. His voice, provided by Phil LaMarr, is most powerful and heroic.

When even Snapper Carr is along for the ride, what else could viewers ask for? Well, there is something.

DVDs are no longer just about the movie. The extras have become as important as, and in some cases more important than, the show itself. The "special features" here are disappointing. There are static images of each hero with a bio in hard-to-read type, cast and crew credits, and trailers. (The latter two barely qualify as "features," let alone "special.") The fan will not be disappointed by the movie, but, unless one has a DVD-ROM and wants the DVD to connect to the website, the DVD offers nothing more than a VHS tape would provide.

reviewed by **Jack Abramowitz**

Justice League

PRO	CON
Great story.	Lousy extras.

GRADE: B+

Jin-Roh: The Wolf Brigade DVD Bandai

$29.98, 102 min., (special ed., $59.98, 162 mins.)
Both editions available now
reviewed by **Oliver Chin**

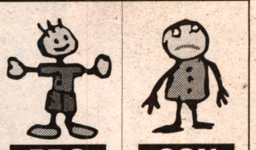
In an alternate reality, Japan was defeated by Nazi Germany in World War II. Now, in the late 1950s, socialists and their terrorist arm known as The Sect combat Toyko's military. However, the capital's police have their own Special Unit that patrols the city's labyrinth of underground sewers and executes its own brand of justice. Can one of its own keep his sanity, career, and life intact in the midst of this conflict?

Haunted by a female suicide bomber he failed to kill, Kazuki Fuse is determined to uncover her identity, even as he is subjected to an investigation by Internal Affairs. Finding and falling in love with Nanami's sister Kei, Fuse enters dangerous territory. Who is his real enemy? As the government weighs whether to close down the controversial SWAT team, the unit has its own covert core group, The Wolf Brigade, which vows to survive at all costs. As his unit, government, and society are embattled, Fuse finds himself both the hunter and the hunted.

Written by Mamoru Oshii and directed by Hiroyuki Okiura (both from *Ghost in the Shell*), *Jin Roh* is an ambitious project that aims both high and low at the same time. With meticulous photo-realistic animation, it recreates a moody, gray world in which betraying emotion is a weakness. However, by focusing on the cascading repercussions of one encounter, it tries to stretch a small drama into epic proportions. By succeeding in the former but not quite in the latter, it qualifies as a well-made film, but one whose ambitions outstrip its scope.

www.bandai-ent.com

Jin-Roh: Wolf Brigade



PRO	CON
Rendering of human action.	Downbeat melodrama.

GRADE: B+

Ultraman Gaia: The Battle in Hyperspace DVD Image Entertainment

$24.99, 74 min., available now
reviewed by **Jack Abramowitz**

"Wow. That was great."

The above, unsolicited testimonial was proffered by a 12-year-old viewer who not only never heard of *Ultraman*, but who has no interest in super-heroes whatsoever. In truth, the super-heroics are secondary to the real story.

The DVD opens with a cheesy, contrived battle between the giant Ultraman and a monster that regrettably resembles a body part best entrusted to an obstetrician. While this scene makes *Power Rangers* look like a Kurosawa film, it is a red herring; it is just a video watched by the real hero, a 9-year old boy.

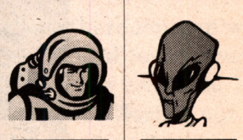
When Tsutomu (Tommy in the dubbing) acquires a wish-granting ball, he uses it to summon his fictional idol, Gamu, alter ego of Ultraman Gaia. A confused Gamu finds himself mobbed by fans who are privy to his secret, similar to the experiences of Justice Leaguers visiting Earth-Prime. A menace is revealed, but it's not coming from where one would expect, and its ultimate solution is not based on hitting or blasting, although there is plenty of that along the way.

Those not raised on *Ultraman* might like to know how Gamu came to be the giant hero or his relationship with Ultramen Dyna and Tiga, but lack of such knowledge is apparently not an impediment.

The DVD has English and Japanese soundtracks, plus English subtitles, although no real extras to speak of.

www.image-entertainment.com

Ultraman Gaia



PRO	CON
"Wow. That was great."	The bullies' dubbed voices.

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BACK ISSUES

CBG's weekly nostalgia celebration!

*"At **CBG**, we recognize that the classic comics of yesteryear are why most of us got into comics in the first place. It's our mission to celebrate those comics by reminding you of great characters and stories, presenting insights into what creators had in mind, and searching out affordable reprints!"*

Uncle Lex
Two words that should terrify most kids, but not Luthor's relatives.
Ask Mr. Silver Age, Page 68

The creators, characters, and series people are STILL talking about today!

FLASHBACK

10 years ago

Jim Shooter came to a parting of the ways with Valiant Comics. He later went on to help found Broadway Comics and Defiant Comics.

15 years ago

Marvel agreed to return 2,100 pages of **Jack Kirby**'s artwork after Kirby signed the release-of-rights papers. "He didn't want to sign, he wanted to go on fighting," said Jack's wife **Roz Kirby**. "It was at my request that he signed. It was becoming too much of a strain on my health to keep on with this."

As the black-and-white implosion continued, Renegade Press Publisher **Deni Loubert** announced that her company would not take on new projects.

20 years ago

The Cleveland Press folded, laying off **Don Thompson**, who wouldn't stay unemployed long, as *CBG* readers know!

25 years ago

Now that *TBG*'s readers had had time to see *Star Wars*, columns picking it apart began to appear in earnest. **L. Bruce Sapp** launched his *Futureview* science-fiction column this issue by uprooting more than a few nits. "You can take your sense of wonder with you, but it might be best if you leave your mind at home," he concluded.

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Wireboy was no boy wonder

Robin had a rival — for one issue, anyway

By **Michelle Nolan**

Answering the summons of Captain Comics for more information about "Robin's Rival" — the one-shot wonder Wireboy: As the good Captain mentioned in the May 17 ***CBG*** (#1487), Wireboy indeed made his sole appearance in the Robin story in *Star Spangled Comics* #98 (Nov 1949). He was both one of the silliest characters ever to appear in a DC comic book and one of the unintentional precursors to the angst-ridden Marvel heroes like Spider-Man.

As the story began, we saw one of Dick Grayson's high school teachers sharing her students' career ambitions with Dick's class. When one of the students wrote, "I would like to be a Boy Wonder, like Robin!" Dick wondered which of the three best athletes in the class expressed the ambition. The would-be wonder — surprise! — was not an athlete, but instead bespectacled class nerd Clarence Pierce, who had secretly been training his mind and body to become none other than — Wireboy!

Not only had Clarence designed a yellow costume and invented a device called the "wheel-omatic" to propel him along telephone wires, but he had his own version of the Batcave and utility belt. He called his headquarters his Roost (the attic of his home) and he wore wrist bands equipped with skeleton key, miniature flashlight, all-purpose knife, fingerprint kit, gas pellet, miniature camera, assorted chemicals, and — believe it or not — gear oil, for the wheel-omatic! In an era when teens aren't allowed to carry scout knives to school, can you imagine what John Ashcroft would think of this kid?

Wearing "special contact lenses" to substitute for his glasses, Wireboy initially rolled into action (?) after hearing an armed robbery alert on the police band. Robin, on solo duty, answered a Batsignal call to the same crime scene, but a "weakened stretch of wire snapped" and inadvertently allowed Wireboy to capture three bad guys.

Two nights later, Wireboy's unnerving shout to Robin when they arrived at a burglary scene warned the crooks, one of whom left torn clothing on a fence. While Robin assessed the evidence in typically efficient fashion, Wireboy's attempt at chemical analysis of the cloth resulted in this warning from his mother: "Clar-r-r-ence! What are you burning up there? You're smelling up the whole neighborhood — come down here this minute!" And Spider-Man thought washing his costume was a pain!

> ***"And Spider-Man thought washing his costume was a pain!"***

In their third. imbroglio together, Wireboy mistakenly "captured" one of the crooks, only to learn he had nabbed Robin with a patched-up sheet (in all honesty, this story makes as little sense as anything ever published in a DC comic).

Frustrated at Robin's ensuing criticism of his aptitude for heroics, Wireboy tried to discover Robin's secret identity by dousing Robin's hair with a chemical that supposedly would give him away during swimming class the next day. Dick foiled the scheme with "the goose-grease the long-distance swimmers use" (!) and learned that nerdy Clarence had bleached hands, giving him away as Wireboy.

Dick, as Robin, confronted Wireboy after first visiting our new hero's home, talking with his mother, and reading his conveniently open diary. (When you're trying to stop a bumbling fellow like Wireboy, ethics be damned!) After Wireboy nearly fell victim to a criminal's booby-trapped bomb, Robin finally convinced him to cease and desist his telephone-wire tricks.

Our erstwhile hero ended this epic tale by telling his mother "You know, Ma — I don't think I want to be a detective. I think maybe I'd rather be a deep-sea diver — or mabe [sic] a big-game hunter and explorer ..." To which she replied: "Well, whatever it is, Clarence, I only hope it will mean the end of that mess up in the attic. I do declare — you can find more ways to clutter up a house!"

Great literature, this wasn't. But DC's version of the all-too-human, mother-plagued teen hero was certainly unorthodox during the Golden Age.

Robin ran in stories under his own logo in *Star Spangled* #65 (Feb. 1947) through #130 (July 1952), the final issue before the title became one of DC's first three war comics. Robin was often billed "In solo action," but Batman made numerous appearances — including one panel in the Wireboy story — ranging from cameo to co-star.

However, in #88 (Jan 1949) through #95 (Aug 1949), Batman put in full-time duty, in full-length stories similar to those in *Batman, Detective*, and *World's Finest*. Batman was prominently pictured and billed on the covers of #88-94 and also prominent in the Robin story in #95, the last issue in which Robin appeared on the cover before frontier hero Tomahawk became the cover feature with #96. This means that for most of 1949, Batman starred in four comics — one more than Superman! (Not counting his incarnation as Superboy, of course.)

For some reason, the seven issues of *Star Spangled* with Batman on the cover (#88-94) seem to be among the scarcest of all DC comics of the era.

I have no empirical evidence to support that contention, of course, but I do know I have seen many more issues of *Star Spangled* issued before #88 and after #94, and several of those Batman covers were the last issues I finally found to complete a run of *Star Spangled*. ✦

INSIDE THIS SECTION

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● **Ask Mr. Silver Age** by Craig Shutt 68

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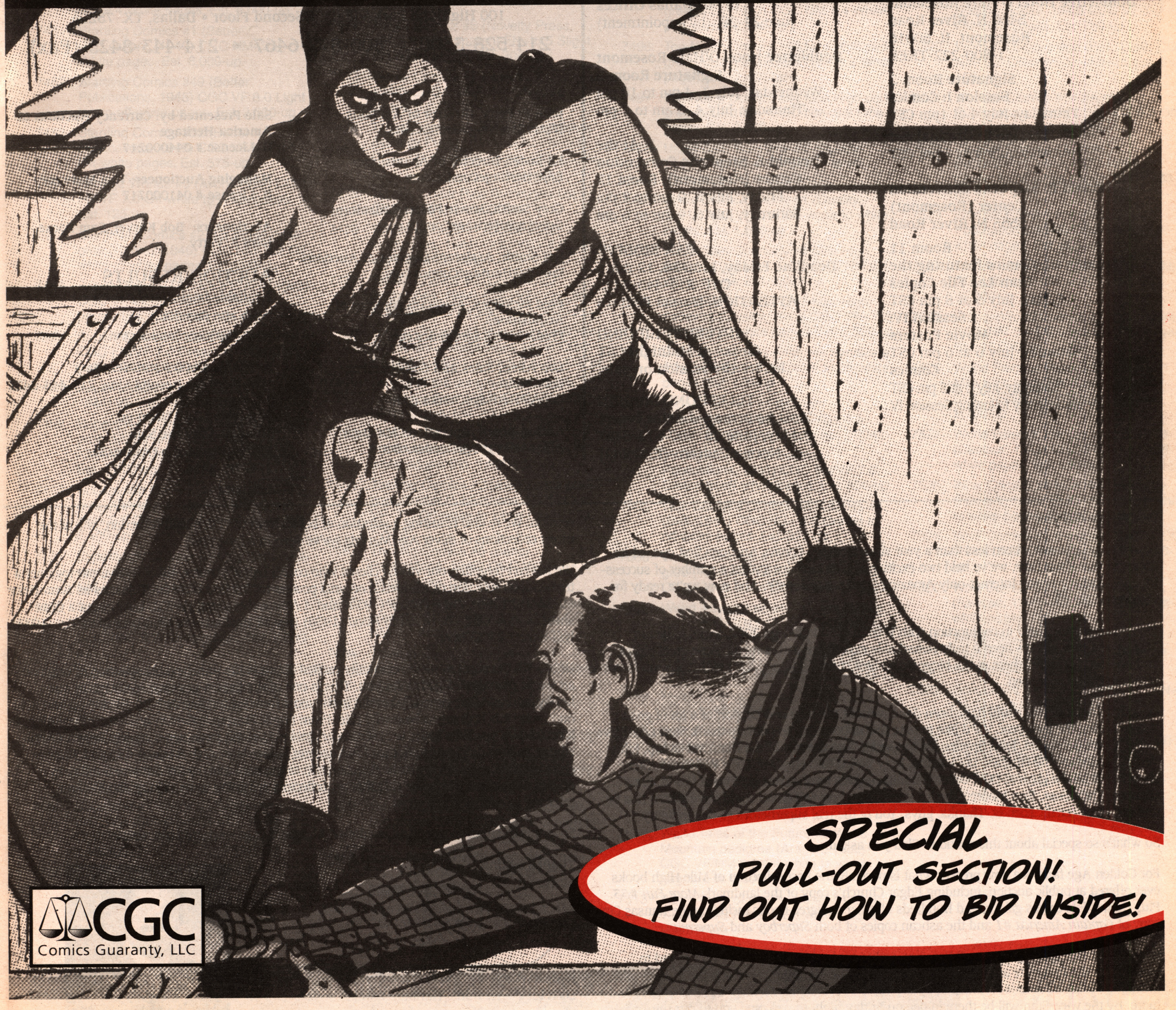

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Thursday, July 4 at 1pm CST

Session II: Original Art
Thursday, July 4 at 7 pm CST

Donald E. Stephens Convention Center (Rosemont)
5555 N. River Road

Room 11
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Friday, July 5 at 8 pm CST
Session IV:
Movie Posters
Saturday, July 6 at 6 pm CST
Comics
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I can barely believe it's been less than a year since Heritage Comics Auctions first opened its doors. In that short time, we've held two exciting Signature Sales amidst a number of successful and rapidly growing Internet-only Amazing Comics Auctions™. And now we're ready for Signature Sale #3.

This auction event, held in conjunction with Wizard World Chicago 2002, looks to be our biggest and best yet. It's been a truly remarkable experience gathering all these great pieces, and now we get to sell them at the biggest and best comics and popular media convention our community has ever seen.

Of course, none of this could have been done without the help and support of a lot of great people during the past year. We'd like to take this opportunity to publicly thank Stan Lee, Steve Geppi, Grant Geissman, John Snyder, Joe McGuckin and the rest of the Diamond Group, John Verzyl, Joe Jusko, Bill Hughes, Jay Parrino, Jerry Weist, Rob Hughes, Dave Winiewicz, Steve Borock and all the guys at CGC, Gareb Shamus and his terrific crew at Wizard World, Russ Cochran, Chris Foss, Ron Moore…the list goes on and on. We never could have gotten this far without these terrific friends. Thanks, guys. You're the real superheroes of this industry.

So what's so special about this auction? Glad you asked…

For Golden Age fans, we now present what is possibly the best collection of Mile High books ever offered at public auction, including Edgar Church's copy of the landmark *More Fun #53*. Plus Gaines File copies galore, and hundreds of other pedigree books including the Kansas City copy of *Captain America #1* and the ashcan copies of both *Superboy* and *Superman*.

Is the Silver Age more your thing? Fear not, we've got you covered. We're very proud to present, for the first time anywhere, Stan Lee's personal file copies of all the key Marvel titles, including *Fantastic Four #1*, *Amazing Spider-Man #1*, *Amazing Fantasy #1*, *X-Men #1*, and more. By the way, Stan will be there in person Friday night to welcome you to our third session. We're also featuring a selection of books from the Edenwald collection, one of the nicest collections of Silver Age Marvels we've seen in a long time.

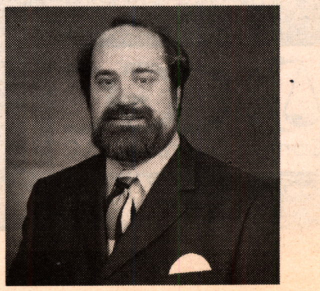
We haven't forgotten our valued clients who collect movie posters, either. We've put together a tremendous selection of wonderful original posters for auction from such classics as *Beau Geste* (1926 and 1939), *Dark Victory* (1939) and *A Farewell to Arms* (1932). How about a three-sheet from Adventures of *Robin Hood* (1938) (my all-time favorite film) or a *Black Cat* (1934) half-sheet? It's all here.

Of course, the part I'm most personally excited about is the unbelievable selection of original art we've managed to gather for you. This is one of the fastest-growing segments of our hobby, and one that generally results in the most frenzied bidding activity. Buckle up and hold on, 'cause this is going to be a wild ride. From Frank Frazetta's *Carson of Venus* oil painting, to John Romita's painted cover to *Spectacular Spider-Man #2*, from two complete Robert Crumb stories, to the complete interior art for Amazing Spider-Man #10, *Batman #56* and *Tales to Astonish #27*, from a very early *Peanuts* strip to the only mid-1940s *Batman* Sunday ever offered at auction, this is the sale that art collectors are going to be talking about – and referring to – for years to come.

So is this the auction to end all auctions? Absolutely…at least until our next one.

Thanks again!
Sincerely,

John E. Petty
Director of Auctions, Heritage Comics



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29. In consideration of participation in the auction and the placing of a bid, a bidder expressly releases Auctioneer, its affiliates, the Consignor, or Owner of the Lot from any and all claims, cause of action, chose of action, whether at law or equity or any arbitration or mediation rights existing under the rules of any professional society or affiliation based upon the assigned grade or a derivative theory, breach of warranty express or implied, representation or other matter set forth within these Terms and Conditions of Sale or otherwise, except as specifically declared herein; e.g., authenticity, typographical error, etc., and as to those matters, the rights and privileges conferred therein are strictly construed and is the exclusive remedy. Purchaser by non-compliance to its express terms of a granted remedy, shall waive any claim against Auctioneer.

30. The Sale is conducted under these Terms and Conditions of Sale and applicable state and local law. Any person participating in the Sale agrees to abide by the Terms and Conditions.

31. Agreements between bidders and consignors to effectuate a non-sale of a comic at Sale, inhibit bidding on a consigned comic to enter into a private sale agreement for a comic or to utilize the Auctioneer's Sale to obtain sales for non-selling consigned comics subsequent to the Sale are strictly prohibited. If a subsequent sale of a previously consigned comic occurs in violation of this provision, Auctioneer reserves the right to charge bidder and consignor a fee equivalent to the Auctioneer's commissions earned if the comic had sold at the Sale.

32. Notice as to an Auction Sale in California. Auctioneer has in compliance with Title 2.95 of the California Civil Code as amended October 11, 1993 Sec. 1812.600, posted with the California Secretary of State its bonds for it and its employees and the auction is being conducted in compliance with Sec. 2338 of the Commercial Code and Sec. 535 of the Penal Code.

MAIL/FAX BID SHEET

FAX HOTLINE: 214-443-8425

Heritage Comics Auctions
1-800-872-6467
Heritage Plaza
100 Highland Park Village
Dallas, Texas 75205-2788
(All information must be completed.)

Heritage Comics
Signature Sale #803
July, 2002

HERITAGE COMICS

NAME ______________________ CUSTOMER # (if known) ______________

ADDRESS ______________________

CITY/STATE/ZIP ______________________

DAYTIME PHONE (A/C) ______________ EVENING PHONE (A/C) ______________

YOUR E-MAIL ADDRESS ______________ **(E-MAIL bidding MUST be sent to bids@heritagecoin.com)**

Would you like a FAX or e-mail confirming receipt of your bids? If so, please print your FAX # or e-mail address here: ______________

REFERENCES: New bidders who are unknown to us must furnish satisfactory industry references in advance of the sale date, or send a 25% deposit with their bid. Any portion of the deposit not used in the purchase of lots will be held on account until refund is requested. Credit cards and retail stores are not acceptable as references.

Dealer References (City, State)

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(Bid in whole dollar amounts only.)

You are authorized to release payment history information to other dealers and auctioneers so that I may establish proper credit in the industry. (Line out this statement if you do not authorize release.)

LOT NO.	**AMOUNT**	LOT NO.	**AMOUNT**	LOT NO.	**AMOUNT**	LOT NO.	**AMOUNT**

PLEASE COMPLETE THIS INFORMATION:

1. IF NECESSARY, PLEASE INCREASE MY BIDS BY:
   ☐ 10% ☐ 20% ☐ 30%
   Lots will be purchased as much below bids as possible.

2. ☐ $__________ DEPOSIT ENCLOSED
   (25% OF TOTAL)

3. ☐ I HAVE BOUGHT COINS FROM YOU BEFORE (references are listed above).

I have read and agree to all of the Terms and Conditions of Sale: inclusive of paying interest at the lesser of 1.5% per month (18% per annum) or the maximum contract interest rate under applicable state law from the date of sale (if the account is not timely paid), and the submission of disputes to arbitration.

SUBTOTAL ______

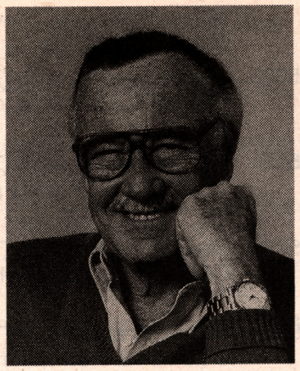
TOTAL from other side ______

____
(Signature required) Please make a copy of your bid sheet for your records.

REV.6/10/01

TOTAL BID ______

Stan Lee, Founder, Chairman and Chief Creative Officer



Known to millions as the man whose Super Heroes propelled Marvel Comics to its preeminent position in the comic book industry, Stan Lee's singular co-creations include Spider-Man, The Incredible Hulk, X-Men, The Fantastic Four, Iron Man, Daredevil, The Avengers, Silver Surfer and Dr. Strange, among many others. Lee first became publisher of Marvel Comics in 1972, and is presently the Chairman Emeritus of Marvel Enterprises, Inc. and a member of the Editorial Board of Marvel Comics. In 1977, he introduced Spider-Man as a syndicated newspaper strip that went on to become the most successful of all syndicated adventure strips. Spider-Man now appears in more than 500 newspapers worldwide, still written by Stan -- making it the longest running of all Super Hero strips.

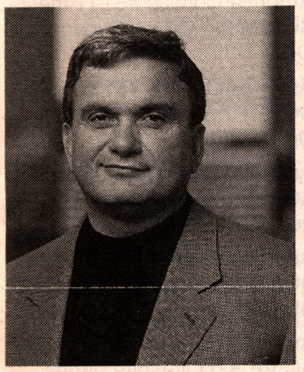
Without question, Stan "the Man" Lee has exerted more influence over the comic book industry than anyone in history. He created or co-created 90 percent of Marvel's recognized characters, which have been successfully licensed and marketed since 1965. The numbers are staggering -- more than 2 billion of his comic books have been published in 75 countries and in 25 languages. In Europe alone, Stan Lee's name appears on over 35 million comics annually. Each year, X-Men sells more than 13 million copies.

In 1981 Stan Lee transformed his Spider-Man and Hulk creations into Saturday morning and syndicated television cartoons. When Marvel Comics and Marvel Productions were acquired by New World Entertainment in 1986, Stan's horizons expanded even further, giving him the opportunity to become more deeply involved in the creation and development of filmed projects for both the big and small screen. He supervised such diverse animated series as X-Men, Spider-Man and The Hulk. To date, Stan's characters have populated over 24 separate television series, all of which continue in syndication around the world.

During 2001, Stan formed POW! Entertainment which has been very active in creating a number of new projects that are now in various stages of development.

Stan's new book "Excelsior! The Amazing Life of Stan Lee," by Lee and George Mair for Simon & Schuster's Fireside trade paperback is now out in bookstores. In the book, he tells the story of his life from his impoverished childhood, his trials and tribulations, and of his many plans for the future.

Stephen A. Geppi



Born fifty-two years ago in the "Little Italy" section of Baltimore, Maryland, Diamond Comic Distributors, Inc. President and Chief Executive Officer Stephen A. Geppi turned his childhood love of comics into the world's largest distributor of English language comic books.

Mr. Geppi learned at an early age the importance of hard work having had to leave school to support his mother. As a young man he took a job with the U.S. Postal Service. Then, with nothing more than a hobbyist's intuition, Mr. Geppi realized he could earn a better living selling comic books than at his job with the postal service. He opened a small store in the Baltimore area, which quickly expanded to four stores. He subsequently moved into the comic book distribution business by purchasing a failing distributor. Armed with an extraordinary memory and intuitive sense of people, Mr. Geppi has successfully expanded his distribution business throughout North America and Europe.

Today, Diamond Comic Distributors, Inc. represents many of the top publishing powerhouses including DC Comics, Marvel Comics, Dark Horse Comics, Image Comics, and Wizard Entertainment.

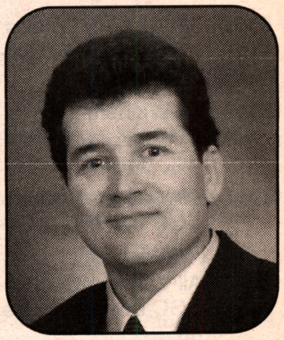
In 1994, Mr. Geppi moved into the publishing arena with the purchase of Baltimore Magazine, a 50,000-circulation monthly and one of the nation's oldest regional publications. He further expanded his publishing ventures with the formation of Gemstone Publishing Inc., which acquired Overstreet Publishing. Gemstone publishes the comic book industry "bible," The Overstreet Comic Book Price Guide as well as a number of other price guides on collectibles.

If You Wish to Fax Your Bids, Please Fax to: 214-443-8425 Fax Early!

John E. Petty Director of Auctions, Heritage Comics

Ed Jaster Director of Acquisitions, Heritage Comics

Jeff Smith Assistant Director of Auctions, Heritage Comics



Grey Smith, Movie Poster Consultant, Heritage Comics

Use the Mail Bid Form at the Beginning of this Pull-Out Section.

SESSION ONE
THURSDAY, JULY 4, 2002 • 1:00 PM
LOTS 5001-5775

TIMELY/ATLAS

5001 Adventures Into Weird Worlds #1 (Atlas, 1952) CGC VF 8.0 Off-white to white pages. Est. 300-up

5002 All Select Comics #1 (Timely, 1943) CGC VF- 7.5 Cream to off-white pages. Est. 4,000-up

5003 All Select Comics #3 (Timely, 1944) CGC VG/FN 5.0 Off-white to white pages. Est. 500-up

5004 All Select Comics #4 (Timely, 1944) CGC FN/VF 7.0 Off-white to white pages. Est. 500-up

5005 All Select Comics #6 (Timely, 1945) CGC VG/FN 5.0 Off-white pages. Est. 300-up

5006 All Select Comics #7 (Timely, 1945) CGC VF/NM 9.0 Off-white to white pages. Est. 1,200-up

5007 All Select Comics #8 (Timely, 1945) CGC NM 9.4 White pages. Est. 1,350-up

5008 All Select Comics #11 (Timely, 1946) CGC VG 4.0 Cream to off-white pages. Est. 400-up

5009 All Winners Comics #1 Kansas City pedigree (Timely, 1941) CGC VF 8.0 Off-white pages. Est. 12,500-up

5010 All Winners Comics #3 (Timely, 1941) CGC FN+ 6.5 Tan to off-white pages. Est. 900-up

5011 All Winners Comics #4 (Timely, 1942) CGC Apparent FN/VF 7.0 slight (P) Cream to off-white pages. Est. 750-up

5012 All Winners Comics #6 (Timely, 1942) CGC apparent FN/VF 7.0 Moderate (P). Est. 400-up

5013 All Winners Comics #10 (Timely, 1943) CGC VF/NM 9.0 Off-white pages. Est. 1,900-up

5014 All-Winners Comics #11 (Timely, 1943) CGC VG/FN 5.0 Slightly brittle pages. Est. 250-up

5015 All-Winners Comics #12 (Timely, 1944) CGC FN/VF 7.0 Off-white pages. Est. 600-up

5016 All-Winners Comics #13 (Timely, 1944) CGC VF 8.0 Cream to off-white pages. Est. 700-up

5017 All-Winners Comics #16 (Timely, 1945) CGC FN/VF 7.0 Off-white pages. Est. 600-up

5018 All-Winners Comics #17 (Timely, 1945) CGC NM- 9.2 White pages. Est. 2,000-up

5019 All-Winners Comics #18 (Timely, 1946) CGC VF/NM 9.0 Off-white pages. Est. 2,800-up

5020 All Winners Comics #18 (Timely, 1946) CGC FN 6.0 Off-white pages. Est. 350-up

5021 All Winners Comics #19 (Timely, 1946) CGC VF+ 8.5 White pages. Est. 2,750-up

5022 Black Rider #8 (#1) Mile High pedigree (Atlas, 1950) CGC FN+ 6.5 White pages. Est. 125-up

5023 Blonde Phantom #13 (Timely, 1947) CGC VF+ 8.5 Cream to off-white pages. Est. 750-up

5024 Blonde Phantom #14 (Timely, 1947) CGC VF 8.0 Off-white pages. Est. 500-up

5025 Blonde Phantom #15 (Timely, 1947) CGC VF/NM 9.0 Off-white pages. Est. 700-up

5026 Blonde Phantom #16 (Timely, 1947) CGC NM 9.4 Off-white pages. Est. 2,600-up

5027 Blonde Phantom #16 (Timely, 1947) CGC VF+ 8.5 Cream to off-white pages. Est. 750-up

5028 Captain America Comics #1 Kansas City pedigree (Timely, 1941) CGC VF/NM 9.0 Cream to off-white pages. Est. 135,000-up

5029 Captain America Comics #1 (Timely, 1941) CGC VF 8.0 Cream to off-white pages. Est. 40,000-up

5030 Captain America Comics #1 (Timely, 1941) CGC FN 6.0 Cream pages. Est. 19,000-up

5031 Captain America Comics #2 (Timely, 1941) CGC Apparent VG 4.0 Moderate (A) Cream to off-white pages. Est. 1,000-up

5032 Captain America Comics #3 (Timely, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 1,800-up

5033 Captain America Comics #4 (Timely, 1941) CGC FN/VF 7.0 Cream to off-white pages. Est. 3,000-up

5034 Captain America Comics #6 Allentown pedigree (Timely, 1941) CGC VF 8.0 Cream to off-white pages. Est. 4,000-up

5035 Captain America Comics #8 (Timely, 1941) CGC VF- 7.5 Cream to off-white pages. Est. 2,500-up

5036 Captain America Comics #11 (Timely, 1942) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,600-up

5037 Captain America Comics #12 Chicago pedigree (Timely, 1942) CGC VF/NM 9.0 Off-white pages. Est. 6,000-up

5038 Captain America Comics #12 (Timely, 1942) CGC FN+ 6.5 Off-white pages. Est. 1,200-up

5039 Captain America Comics #13 (Timely, 1942) CGC VF- 7.5 Tan to off-white pages. Est. 2,400-up

5040 Captain America Comics #15 (Timely, 1942) CGC FN+ 6.5 Cream to off-white pages. Est. 1,500-up

5041 Captain America Comics #22 Chicago pedigree (Timely, 1943) CGC NM 9.4 Off-white pages. Est. 7,500-up

5042 Captain America Comics #24 Chicago pedigree (Timely, 1943) CGC VF+ 8.5 Cream to off-white pages. Est. 2,500-up

5043 Captain America Comics #26 (Timely, 1943) CGC FN+ 6.5 Cream to off-white pages. Est. 700-up

5044 Captain America Comics #28 Chicago pedigree (Timely, 1943) CGC NM- 9.2 Off-white to white pages. Est. 3,900-up

5045 Captain America Comics #29 (Timely, 1943) CGC VF 8.0 Cream to off-white pages. Est. 1,800-up

5046 Captain America Comics #30 Chicago pedigree (Timely, 1943) CGC VF/NM 9.0 Off-white pages. Est. 3,500-up

5047 Captain America Comics #31 (Timely, 1943) CGC VF 8.0 Cream to off-white pages. Est. 1,250-up

5048 Captain America Comics #32 Chicago pedigree (Timely, 1943) CGC NM 9.4 Off-white to white pages. Est. 6,000-up

5049 Captain America Comics #33 (Timely, 1943) CGC VF+ 8.5 Off-white pages. Est. 1,800-up

5050 Captain America Comics #34 (Timely, 1944) CGC NM- 9.2 Cream to off-white pages. Est. 4,000-up

5051 Captain America Comics #35 (Timely, 1944) CGC VF+ 8.5 Cream to off-white pages. Est. 1,500-up

5052 Captain America Comics #38 (Timely, 1944) CGC VG/FN 5.0 Cream to off-white pages. Est. 500-up

5053 Captain America Comics #39 (Timely, 1944) CGC VF- 7.5 Cream to off-white pages. Est. 1,000-up

5054 Captain America Comics #40 (Timely, 1944) CGC VF- 7.5 Off-white to white pages. Est. 1,000-up

5055 Captain America Comics #42 (Timely, 1944) CGC FN/VF 7.0 Cream to off-white pages. Est. 700-up

5056 Captain America Comics #43 (Timely, 1944) CGC VF 8.0 Cream to off-white pages. Est. 1,500-up

5057 Captain America Comics #44 (Timely, 1945) CGC NM 9.4 Off-white pages. Est. 5,500-up

5058 Captain America Comics #44 (Timely, 1945) CGC FN- 5.5 Cream to off-white pages. Est. 450-up

5059 Captain America Comics #45 (Timely, 1945). CGC FN+ 6.5 Cream to off-white pages. Est. 700-up

5060 Captain America Comics #46 (Timely, 1945) CGC VF 8.0 Off-white pages. Est. 2,500-up

5061 Captain America Comics #47 (Timely, 1945) CGC VF 8.0 Cream to off-white pages. Est. 1,200-up

5062 Captain America Comics #48 (Timely, 1945) CGC VF 8.0 Cream to off-white pages. Est. 800-up

5063 Captain America Comics #49 (Timely, 1945) CGC VF 8.0 Cream to off-white pages. Est. 800-up

5064 Captain America Comics #51 (Timely, 1945) CGC VF 8.0 Cream to off-white pages. Est. 800-up

5065 Captain America Comics #52 (Timely, 1946) CGC VF+ 8.5 Cream to off-white pages. Est. 1,000-up

5066 Captain America Comics #53 (Timely, 1946) CGC VF- 7.5 Cream to off-white pages. Est. 700-up

5067 Captain America Comics #54 (Timely, 1946) CGC VF 8.0 Cream to off-white pages. Est. 800-up

5068 Captain America Comics #55 (Timely, 1946) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,500-up

5069 Captain America Comics #56 (Timely, 1946) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,500-up

5070 Captain America Comics #57 (Timely, 1946) CGC VF- 7.5 Cream to off-white pages. Est. 700-up

5071 Captain America Comics #58 (Timely, 1946) CGC NM- 9.2. Est. 2,500-up

5072 Captain America Comics #59 (Timely, 1946) CGC VF+ 8.5 Cream to off-white pages. Est. 2,000-up

5073 Captain America Comics #60 (Timely, 1947) CGC VF- 7.5 Off-white pages. Est. 700-up

5074 Captain America Comics #61 (Timely, 1947) CGC NM 9.4 Off-white pages. Est. 7,500-up

5075 Captain America Comics #61 (Timely, 1947) CGC VF- 7.5 Off-white pages. Est. 1,500-up

5076 Captain America Comics #62 (Timely, 1947) CGC VF/NM 9.0 Off-white to white pages. Est. 1,800-up

5077 Captain America Comics #63 (Timely, 1947) CGC VF 8.0 Cream to off-white pages. Est. 1,000-up

5078 Captain America Comics #64 (Timely, 1947) CGC VF 8.0 Off-white pages. Est. 1,000-up

5079 Captain America Comics #65 (Timely, 1948) CGC FN/VF 7.0 Off-white pages. Est. 750-up

5080 Captain America Comics #66 (Timely, 1948) CGC VG+ 4.5 Off-white to white pages. Est. 350-up

5081 Captain America Comics #67 (Timely, 1948) CGC FN/VF 7.0 Light tan to off-white pages. Est. 750-up

5082 Captain America Comics #68 (Timely, 1948) CGC VF- 7.5 Off-white pages. Est. 1,000-up

5083 Captain America Comics #69 (Timely, 1948) CGC FN/VF 7.0 Cream to off-white pages. Est. 750-up

5084 Captain America Comics #71 (Timely, 1949) CGC FN+ 6.5 Off-white pages. Est. 750-up

5085 Captain America Comics #72 (Timely, 1949) CGC VG/FN 5.0 Cream to off-white pages. Est. 400-up

5086 Captain America Comics #73 (Timely, 1949) CGC FN 6.0 Cream to off-white pages. Est. 500-up

5087 Captain America Comics #74 Canadian edition (Superior Comics, 1950) VF 8.0 Off-white pages. Est. 3,000-up

5088 Captain America Comics #74 (Timely, 1949) CGC FN/VF 7.0 Off-white to white pages. Est. 2,500-up

5089 Captain America Comics #75 (Timely, 1950) CGC VF- 7.5 Off-white pages. Est. 1,000-up

5090 Daring Comics #10 "D" pedigree (Timely, 1944) CGC VF+ 8.5 Cream to off-white pages. Est. 800-up

5091 Daring Comics #12 (Timely, 1945) CGC NM- 9.2 Off-white pages. Est. 1,500-up

5092 Daring Mystery Comics #1 Denver pedigree (Timely, 1940) CGC NM 9.4 Off-white pages. Est. 42,000-up

5093 Daring Mystery Comics #1 Kansas City pedigree (Timely, 1940) CGC FN-5.5 Off-white pages. Est. 4,500-up

5094 Daring Mystery Comics #2 (Timely, 1940) CGC GD+ 2.5 Cream to off-white pages. Est. 1,000-up

5095 Daring Mystery Comics #3 (Timely, 1940) CGC VG+ 4.5 Cream to off-white pages. Est. 1,200-up

5096 Daring Mystery Comics #4 (Timely, 1940) CGC Apparent VG/FN 5.0 Moderate (P). Est. 500-up

5097 Daring Mystery Comics #5 (Timely, 1940) CGC FN/VF 7.0 Off-white pages. Est. 1,400-up

5098 Daring Mystery Comics #6 (Timely, 1940) CGC VF 8.0 Cream to off-white pages. Est. 2,400-up

5099 Daring Mystery Comics #7 (Timely, 1941) CGC VF/NM 9.0 Off-white pages. Est. 3,200-up

5100 Daring Mystery Comics #8 (Timely, 1942) CGC Apparent VF- 7.5 Slight (P) Cream to off-white pages. Est. 750-up

5101 Daring Mystery Comics #8 (Timely, 1942) CGC Apparent FN- 5.5 Slight (A) Off-white pages. Est. 400-up

5102 Human Torch Comics #1 (Timely, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 11,500-up

5103 Human Torch Comics #1 (Timely, 1940) CGC VG+ 4.5 Slightly brittle pages. Est. 4,000-up

5104 Human Torch Comics #3 (#2) Larson pedigree (Timely, 1940) CGC VF/NM 9.0 Off-white pages. Est. 5,000-up

5105 Human Torch Comics #3 (#2) (Timely, 1940) CGC VF 8.0 Cream to off-white pages. Est. 3,100-up

5106 Human Torch Comics #4 (#3) (Timely, 1941) CGC FN- 5.5 Cream to off-white pages. Est. 800-up

5107 Human Torch Comics #5 (Timely, 1941) CGC Apparent FN/VF 7.0 Slight (A) Cream to off-white pages. Est. 1,200-up

5108 Human Torch Comics #6 (Timely, 1942) CGC VF 8.0 Light tan to off-white pages. Est. 2,000-up

5109 Human Torch Comics #6 (Timely, 1942) CGC FN+ 6.5 Cream to off-white pages. Est. 500-up

5110 Human Torch Comics #7 (Timely, 1942) CGC FN/VF 7.0 Light tan to off-white pages. Est. 800-up

5111 Human Torch Comics #8 (Timely, 1942) CGC FN+ 6.5 Tan to off-white pages. Est. 950-up

5112 Human Torch Comics #9 (Timely, 1942) CGC FN- 5.5 Cream to off-white pages. Est. 450-up

5113 Human Torch Comics #10 (Timely, 1942) CGC VF 8.0 Cream to Off-white pages. Est. 1,500-up

5114 Human Torch Comics #12 (Timely, 1943) CGC VF 8.0 Cream to off-white pages. Est. 1,500-up

5115 The Human Torch #13 (Timely, 1943) CGC FN/VF 7.0 Off-white to white pages. Est. 800-up

5116 Human Torch Comics #15 (Timely, 1944) CGC VF/NM 9.0 White pages. Est. 1,900-up

5117 Human Torch Comics #16 (Timely, 1944) CGC VF 8.0 Cream to off-white pages. Est. 800-up

5118 Human Torch Comics #20 (Timely, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 1,000-up

5119 Human Torch Comics #23 (Timely, 1946) CGC VF- 7.5 Cream to off-white pages. Est. 650-up

5120 Human Torch Comics #26 (Timely, 1947) CGC VF/NM 9.0 Off-white pages. Est. 1,000-up

5121 Human Torch Comics #29 (Timely, 1947) CGC VF+ 8.5 Off-white to white pages. Est. 1,100-up

5122 Human Torch Comics #31 (Timely, 1948) CGC NM- 9.2 Off-white pages. Est. 1,400-up

5123 Joker Comics #1 (Timely, 1942) CGC FN/VF 7.0 Off-white pages. Est. 1,100-up

5124 Kid Komics #1 Kansas City pedigree (Timely, 1943) CGC VF/NM 9.0 Cream to off-white pages. Est. 9,600-up

5125 Kid Komics #2 (Timely, 1943) CGC VG 4.0 Off-white to white pages. Est. 275-up

5126 Kid Komics #3 (Timely, 1943) CGC NM- 9.2 Off-white to white pages. Est. 2,500-up

5127 Kid Komics #4 (Timely, 1944) CGC VF- 7.5 Off-white to white pages. Est. 650-up

5128 Kid Komics #5 (Timely, 1944) CGC FN 6.0 Cream to off-white pages. Est. 265-up

5129 Kid Komics #7 (Timely, 1945) CGC FN+ 6.5 Off-white to white pages. Est. 275-up

5130 Kid Komics #8 (Timely, 1945) CGC FN 6.0 Off-white to white pages. Est. 250-up

5131 Kid Komics #9 (Timely, 1945) CGC VF 8.0 Off-white to white pages. Est. 650-up

5132 Krazy Komics #1 (2nd series) (Timely, 1948) CGC VF/NM 9.0 Off-white to white pages. Est. 500-up

5133 Marvel Comics #1 (Timely, 1939) CGC VG+ 4.5 Cream to off-white pages. Est. 28,000-up

5134 Marvel Mystery Comics #2 (Timely, 1939) CGC Apparent VF/NM 9.0 Extensive (P) Off-white to white pages. Est. 3,000-up

5135 Marvel Mystery Comics #3 Larson pedigree (Timely, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 10,000-up

5136 Marvel Mystery Comics #4 Larson pedigree (Timely, 1940) CGC FN- 5.5 Off-white to white pages. Est. 2,800-up

5137 Marvel Mystery Comics #5 (Timely, 1940) CGC G/VG 3.0 Off-white pages. Est. 2,700-up

5138 Marvel Mystery Comics #5 (Timely, 1940) CGC Apparent VF 8.0 Extensive (P) Off-white pages. Est. 3,500-up

5139 Marvel Mystery Comics #6 (Timely, 1940) CGC FN/VF 7.0 Off-white pages. Est. 2,500-up

5140 Marvel Mystery Comics #7 Larson pedigree (Timely, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 5,000-up

5141 Marvel Mystery Comics #7 (Timely, 1940) CGC Apparent VF/NM 9.0 Extensive (P) Off-white pages. Est. 1,500-up

5142 Marvel Mystery Comics #9 (Timely, 1940) CGC Apparent VF 8.0 Moderate (P) Off-white pages. Est. 8,500-up

5143 Marvel Mystery Comics #11 (Timely, 1940) CGC VG 4.0 Cream to off-white pages. Est. 750-up

5144 Marvel Mystery Comics #12 (Timely, 1940) CGC VF 8.0 Cream to off-white pages. Est. 2,500-up

5145 Marvel Mystery Comics #13 Recil Macon pedigree (Timely, 1940) CGC VG 4.0 Off-white to white pages. Est. 1,000-up

5146 Marvel Mystery Comics #15 (Timely, 1941) CGC FN- 5.5 Cream to off-white pages. Est. 500-up

5147 Marvel Mystery Comics #17 (Timely, 1941) CGC FN+ 6.5 Cream to off-white pages. Est. 1,000-up

5148 Marvel Mystery Comics #19 (Timely, 1941) CGC VF+ 8.5 Off-white pages. Est. 1,500-up

5149 Marvel Mystery Comics #22 (Timely, 1941) CGC FN+ 6.5 Cream to off-white pages. Est. 500-up

5150 Marvel Mystery Comics #23 (Timely, 1941) CGC FN/VF 7.0 Off white pages. Est. 1,000-up

5151 Marvel Mystery Comics #25 (Timely, 1941) CGC FN+ 6.5 Cream to off-white pages. Est. 475-up

5152 Marvel Mystery Comics #26 (Timely, 1941) CGC FN+ 6.5 Cream to off-white pages. Est. 500-up

5153 Marvel Mystery Comics #29 (Timely, 1942) CGC FN+ 6.5 Cream to off-white pages. Est. 450-up

5154 Marvel Mystery Comics #30 (Timely, 1942) CGC Apparent VF- 7.5 Slight (P) Off-white pages. Est. 450-up

5155 Marvel Mystery Comics #31 (Timely, 1942) CGC FN 6.0 Cream to off-white pages. Est. 375-up

5156 Marvel Mystery Comics #32 (Timely, 1942) CGC FN+ 6.5 Cream to off-white pages. Est. 425-up

5157 Marvel Mystery Comics #33 (Timely, 1942) CGC FN- 5.5 Cream to off-white pages. Est. 350-up

5158 Marvel Mystery Comics #34 (Timely, 1942) CGC FN 6.0 Cream to off-white pages. Est. 375-up

5159 Marvel Mystery Comics #35 (Timely, 1942) CGC FN- 5.5 Cream to off-white pages. Est. 350-up

5160 Marvel Mystery Comics #37 (Timely, 1942) CGC FN/VF 7.0 Cream to off-white pages. Est. 600-up

5161 Marvel Mystery Comics #43 (Timely, 1943) CGC VF 8.0 Off-white pages. Est. 600-up

5162 Marvel Mystery Comics #44 (Timely, 1943) CGC VG- 3.5 Slightly brittle pages. Est. 250-up

5163 Marvel Mystery Comics #45 (Timely, 1943) CGC FN/VF 7.0 Off-white pages. Est. 375-up

5164 Marvel Mystery Comics #48 (Timely, 1943) CGC VF- 7.5 Cream to off-white pages. Est. 500-up

5165 Marvel Mystery Comics #50 (Timely, 1943) CGC VF+ 8.5 Cream to off-white pages. Est. 700-up

5166 Marvel Mystery Comics #52 (Timely, 1944) CGC VF 8.0 Off-white pages. Est. 700-up

5167 Marvel Mystery Comics #56 (Timely, 1944) CGC FN/VF 7.0 Off-white pages. Est. 450-up

5168 Marvel Mystery Comics #58 (Timely, 1944) CGC VF+ 8.5 Cream to off-white pages. Est. 800-up

5169 Marvel Mystery Comics #59 (Timely, 1944) CGC VF+ 8.5 White pages. Est. 1,200-up

5170 Marvel Mystery Comics #60 (Timely, 1944) CGC NM- 9.2 Off-white pages. Est. 1,600-up

5171 Marvel Mystery Comics #62 (Timely, 1945) CGC VF- 7.5 Off-white pages. Est. 425-up

5172 Marvel Mystery Comics #67 (Timely, 1945) CGC VF+ 8.5 Off-white pages. Est. 1,000-up

5173 Marvel Mystery Comics #68 (Timely, 1946) CGC NM 9.4 Off-white pages. Est. 3,000-up

5174 Marvel Mystery Comics #70 (Timely, 1946) CGC VF+ 8.5 Off-white pages. Est. 1,000-up

5175 Marvel Mystery Comics #72 (Timely, 1946) CGC VF 8.0 Off-white pages. Est. 950-up

5176 Marvel Mystery Comics #73 (Timely, 1946) CGC VF 8.0 Light tan to off-white pages. Est. 950-up

5177 Marvel Mystery Comics #74 (Timely, 1946) CGC VF 8.0 Light tan to off-white pages. Est. 700-up

5178 Marvel Mystery Comics #75 (Timely, 1946) CGC VF/NM 9.0 Cream pages. Est. 700-up

5179 Marvel Mystery Comics #75 (Timely, 1946) CGC VF+ 8.5 Cream to off-white pages. Est. 800-up

5180 Marvel Mystery Comics #78 (Timely, 1946) CGC VF 8.0 Tan to off-white pages. Est. 650-up

5181 Marvel Mystery Comics #78 (Timely, 1946) CGC VF- 7.5 Light tan to off-white pages. Est. 650-up

5182 Marvel Mystery Comics #79 (Timely, 1946) CGC VF- 7.5 Light tan to off-white pages. Est. 600-up

5183 Marvel Mystery Comics #80 (Timely, 1947) CGC VF+ 8.5 Cream to off-white pages. Est. 800-up

5184 Marvel Mystery Comics #81 (Timely, 1947) CGC VF/NM 9.0 Off-white to white pages. Est. 1,200-up

5185 Marvel Mystery Comics #82 (Timely, 1947) CGC FN/VF 7.0 Off-white pages. Est. 1,250-up

5186 Marvel Mystery Comics #84 (Timely, 1947) CGC VF+ 8.5 Light tan to off-white pages. Est. 1,300-up

5187 Marvel Mystery Comics #85 (Timely, 1948) CGC VF/NM 9.0 Off-white to white pages. Est. 950-up

5188 Marvel Mystery Comics #85 (Timely, 1948) CGC VF 8.0 Light tan to off-white pages. Est. 700-up

5189 Mighty Mouse Comics #1 Mile High pedigree (Timely, 1946) CGC NM 9.4 Off-white pages. Est. 3,000-up

5190 Miss Fury #1 (Timely, 1942) CGC VF 8.0 Off-white pages. Est. 2,100-up

5191 Miss Fury #4 (Timely, 1944) CGC NM-9.2 White pages. Est. 1,500-up

5192 Miss Fury #6 Twilight pedigree (Timely, 1945) CGC VF+ 8.5 Cream to off-white pages. Est. 500-up

5193 Miss Fury #8 (Timely, 1945) CGC VF+ 8.5 Off-white pages. Est. 575-up

5194 Motion Picture Funnies Weekly #1 (First Funnies, Inc., 1939) CGC FN/VF 7.0 Light tan to off-white pages. Est. 12,000-up

5195 Mystic Comics #1 Allentown pedigree (Timely, 1940) CGC NM- 9.2 Off-white pages. Est. 15,000-up

5196 Mystic Comics #1 Nova Scotia pedigree (Timely, 1940) CGC VF- 7.5 Off-white to white pages. Est. 7,000-up

5197 Mystic Comics #2 (Timely, 1940) CGC VF- 7.5 Off-white to white pages. Est. 2,700-up

5198 Mystic Comics #3 (Timely, 1940) CGC FN/VF 7.0 Off-white pages. Est. 1,600-up

5199 Mystic Comics #5 (Timely, 1941) CGC VF- 7.5 Off-white pages. Est. 2,000-up

5200 Mystic Comics #6 (Timely, 1941) CGC VF+ 8.5 Cream to off-white pages. Est. 2,800-up

5201 Mystic Comics #6 (Timely, 1941) VG/FN 5.0 Cream to off-white pages. Est. 900-up

5202 Mystic Comics #7 (Timely, 1941) CGC VF- 7.5 Cream to off-white pages. Est. 2,800-up

5203 Mystic Comics #7 (Timely, 1941) Apparent VF/NM 9.0 Extensive (P) Off-white pages. Est. 900-up

5204 Mystic Comics #8 (Timely, 1942) CGC VF+ 8.5 Cream to off-white pages. Est. 2,200-up

5205 Mystic Comics #10 (Timely, 1942) CGC FN 6.0 Cream to off-white pages. Est. 700-up

5206 Mystic Comics v2, #4 (Timely, 1945) CGC VF/NM 9.0 Off-white to white pages. Est. 950-up

5207 Powerhouse Pepper Comics #1 (Timely, 1943) CGC VF/NM 9.0 Off-white pages. Est. 1,600-up

5208 Red Raven #1 (Timely, 1940) CGC FN+ 6.5 Cream to off-white pages. Est. 3,800-up

5209 Red Raven #1 Kansas City pedigree (Timely, 1940) CGC Apparent VF 8.0 Slight (A) Cream to off-white pages. Est. 2,500-up

5210 Secrets Behind The Comics #1 (Famous Enterprises Inc., 1947) VG- 3.5 Off-white to white pages. Est. 150-up

5211 Sub-Mariner Comics #1 Larson pedigree (Timely, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 25,000-up

5212 Sub-Mariner Comics #2 (Timely, 1941) CGC VG/FN 5.0 Cream to off-white pages. Est. 1,100-up

5213 Sub-Mariner Comics #3 (Timely, 1941) CGC FN 6.0 Cream to off-white pages. Est. 1,200-up

5214 Sub-Mariner Comics #5 (Timely, 1942) CGC VF+ 8.5 Cream to off-white pages. Est. 1,750-up

5215 Sub-Mariner Comics #7 (Timely, 1942) CGC VF+ 8.5 Light tan to off-white pages. Est. 1,500-up

5216 Sub-Mariner Comics #8 (Timely, 1942) CGC VF/NM 9.0 Off-white pages. Est. 2,500-up

5217 Sub-Mariner Comics #10 (Timely, 1943) CGC FN+ 6.5 White pages. Est. 850-up

5218 Sub-Mariner Comics #11 (Timely, 1943) CGC VG/FN 5.0 cream to off-white pages. Est. 550-up

5219 Sub-Mariner Comics #12 (Timely, 1943) CGC VF 8.0 Cream to off-white pages. Est. 900-up

5220 Sub-Mariner Comics #14 (Timely, 1944) CGC FN- 5.5 Off-white pages. Est. 350-up

5221 Sub-Mariner Comics #15 (Timely, 1944) CGC VF- 7.5 Off-white pages. Est. 700-up

5222 Sub-Mariner Comics #16 (Timely, 1945) CGC FN/VF 7.0 Cream to off-white pages. Est. 600-up

5223 Sub-Mariner Comics #17 (Timely, 1945) CGC FN/VF 7.0 Cream pages. Est. 600-up

5224 Sub-Mariner Comics #18 (Timely, 1945) CGC VF- 7.5 Off-white pages. Est. 650-up

5225 Sub-Mariner Comics #19 "D" pedigree (Timely, 1946) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,700-up

5226 Sub-Mariner Comics #20 (Timely, 1946) CGC VF/NM 9.0 Off-white pages. Est. 1,100-up

5227 Sub-Mariner Comics #21 (Timely, 1946) CGC VF 8.0 Cream to off-white pages. Est. 575-up

5228 Sub-Mariner Comics #22 (Timely, 1947) CGC VF+ 8.5 Cream to off-white pages. Est. 850-up

5229 Sub-Mariner Comics #25 (Timely, 1948) CGC VF+ 8.5 Off-white pages. Est. 1,200-up

5230 Sub-Mariner Comics #26 (Timely, 1948) CGC VF/NM 9.0 White pages. Est. 1,400-up

5231 Sub-Mariner Comics #27 (Timely, 1948) CGC VF- 7.5 Cream to off-white pages. Est. 500-up

5232 Sun Girl #1 (Marvel, 1948) CGC FN-5.5 Cream to off-white pages. Est. 450-up

5233 Sun Girl #2 Mile High pedigree (Marvel, 1948) CGC FN/VF 7.0 White pages. Est. 800-up

5234 Sun Girl #3 (Marvel, 1948) CGC VF/NM 9.0 Off-white to white pages. Est. 1,500-up

5235 Tough Kid Squad Comics #1 (Timely, 1942)CGC VG/FN 5.0 Off-white pages. Est. 2,800-up

5236 Tough Kid Squad Comics #1 Denver pedigree (Timely, 1942) CGC Apparent NM- 9.2 Slight (P) Est. 9,000-up

5237 U.S.A Comics #1 Kansas City pedigree (Timely, 1941) CGC VF- 7.5 Off-white pages. Est. 6,500-up

5238 U.S.A Comics #2 (Timely, 1941) CGC GD+ 2.5 Off-white pages. Est. 450-up

5239 U.S.A Comics #3 (Timely, 1941) CGC VF/NM 9.0 Cream to off-white pages. Est. 2,600-up

5240 U.S.A Comics #4 (Timely, 1942) CGC FN+ 6.5 Cream to off-white pages. Est. 800-up

5241 U.S.A Comics #5 (Timely, 1942) CGC FN/VF 7.0 Light tan to off-white pages. Est. 1,000-up

5242 U.S.A Comics #6 (Timely, 1942) CGC FN+ 6.5 Tan to off-white pages. Est. 900-up

5243 U.S.A Comics #8 (Timely, 1943) CGC VF 8.0 Off-white to white pages. Est. 1,000-up

5244 U.S.A Comics #8 (Timely, 1943) CGC VG+ 4.5 Slightly brittle pages. Est. 350-up

5245 U.S.A Comics #9 (Timely, 1943) CGC VF- 7.5 Light tan to off-white pages. Est. 1,200-up

5246 U.S.A Comics #10 (Timely, 1943) CGC FN- 5.5 Tan to off-white pages. Est. 400-up

5247 U.S.A Comics #12 (Timely, 1944) CGC VF+ 8.5 White pages. Est. 1,200-up

5248 U.S.A Comics #16 (Timely, 1945) CGC FN- 5.5 Off-white pages. Est. 250-up

5249 U.S.A Comics #17 (Timely, 1945) CGC FN+ 6.5 Cream to off-white pages. Est. 450-up

5250 Uncanny Tales #38 White Mountain pedigree (Atlas, 1955) CGC FN+ 6.5 Off-white to white pages. Est. 50-up

5251 Uncanny Tales #55 Circle 8 pedigree (Atlas, 1957) CGC VF+ 8.5 Cream to off-white pages. Est. 75-up

5252 Venus #1 (Atlas, 1948) CGC VF- 7.5 Off-white pages. Est. 800-up

5253 Young Allies Comics #1 Pennsylvania pedigree (Timely, 1941) CGC VF/NM 9.0 Off-white pages. Est. 12,000-up

5254 NULL Est. 13,500-up

5255 Young Allies Comics #1 (Timely, 1941) CGC Apparent FN- 5.5 Cream to off-white pages. Est. 1,650-up

5256 Young Allies Comics #2 (Timely, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 750-up

5257 Young Allies Comics #3 (Timely, 1942) CGC VG/FN 5.0 White pages. Est. 550-up

5258 Young Allies Comics #4 (Timely, 1942) CGC VG+ 4.5 Cream to off white pages. Est. 400-up

5259 Young Allies Comics #5 (Timely, 1942) CGC VG+ 4.5 Tan to off-white pages. Est. 350-up

5260 Young Allies Comics #6 (Timely, 1943) CGC VF- 7.5 Light tan to off-white pages. Est. 600-up

5261 Young Allies Comics #6 (Timely, 1943) CGC Apparent VG 4.0 Slight (A) Off-white to white pages. Est. 125-up

5262 Young Allies Comics #7 (Timely, 1943) CGC VF 8.0 Cream to off-white pages. Est. 800-up

5263 Young Allies Comics #8 (Timely, 1943) CGC VF 8.0 Light tan to off-white pages. Est. 750-up

5264 Young Allies Comics #9 (Timely, 1943) CGC VF 8.0 Off-white pages. Est. 850-up

5265 Young Allies Comics #9 (Timely, 1943) CGC FN+ 6.5 Cream to off-white pages. Est. 750-up

5266 Young Allies Comics #10 (Timely, 1943) CGC VF 8.0 Cream to off-white pages. Est. 600-up

5267 Young Allies Comics #12 (Timely, 1944) CGC FN 6.0 Cream to off-white pages. Est. 300-up

5268 Young Allies Comics #15 (Timely, 1945) CGC VF- 7.5 Off-white to white pages. Est. 500-up

5269 Young Allies Comics #17 (Timely, 1945) CGC VF+ 8.5 White pages. Est. 650-up

5270 Young Allies Comics #18 (Timely, 1945) CGC VF 8.0 Off-white pages. Est. 600-up

5271 Young Allies Comics #20 (Timely, 1946) CGC VF 8.0 Cream to off-white pages. Est. 600-up

DC GOLDEN AGE

5272 Action Comics #1 (DC, 1938) CGC G+ 2.5 Cream to off-white pages. Est. 40,000-up

5273 Action Comics #1 (DC, 1938) CGC Apparent VF- 7.5 Moderate (P). Est. 38,000-up

5274 Action Comics #2 (DC, 1938) CGC Apparent G 2.0 Extensive (A) Cream to off-white pages. Est. 2,500-up

5275 Action Comics #3 (DC, 1938) CGC Qualified VF- 7.5 Cream to off-white pages. Est. 5,000-up

5276 Action Comics #4 (DC, 1938) CGC Apparent FN- 5.5 Slight (P) Off-white pages. Est. 2,200-up

5277 Action Comics #7 (DC, 1938) CGC GD 2.0 Cream to off-white pages. Est. 2,750-up

5278 Action Comics #11 (DC, 1939) CGC FN- 5.5 Cream to off-white pages. Est. 1,200-up

5279 Action Comics #14 (DC, 1939) CGC Apparent FN 6.0 Slight (A). Est. 800-up

5280 Action Comics #16 (DC, 1939) CGC VF- 7.5 Off-white pages. Est. 1,650-up

5281 Action Comics #27 (DC, 1940) CGC VF- 7.5 Off-white pages. Est. 1,500-up

5282 Action Comics #77 Mile High pedigree (DC, 1944) CGC Apparent VF+ 8.5 Off-white to white pages. Est. 600-up

5283 Action Comics #93 (DC, 1946) CGC VF/NM 9.0 Off-white to white pages. Est. 700-up

5284 Action Comics #101 (DC, 1946) CGC FN/VF 7.0 Off-white pages. Est. 500-up

5285 Action Comics #108 (DC, 1947) CGC VF/NM 9.0 Off-white to white pages. Est. 1,000-up

5286 Action Comics #128 (DC, 1949) CGC VF/NM 9.0 White pages. Est. 450-up

5287 Action Comics #159 Mile High pedigree (DC, 1951) CGC VF 8.0 White pages. Est. 900-up

5288 Adventure Comics #32 (DC, 1938) CGC G/VG 3.0 Cream to off-white pages. Est. 650-up

5289 Adventure Comics #38 (DC, 1939) CGC Apparent NM 9.4 Slight (P) Off-white pages. Est. 1,400-up

5290 Adventure Comics #40 (DC, 1939) CGC Apparent VF+ 8.5 Off-white to white pages. Est. 10,000-up

5291 Adventure Comics #41 (DC, 1939) CGC VG+ 4.5 Off-white to white pages. Est. 800-up

5292 Adventure Comics #42 (DC, 1939) CGC FN+ 6.5 Light tan to off-white pages. Est. 2,300-up

5293 Adventure Comics #48 (DC, 1940) CGC VF 8.0 Off-white pages. Est. 14,000-up

5294 Adventure Comics #48 Larson pedigree (DC, 1940) CGC Apparent NM-9.2 Slight (A) Off-white to white pages. Est. 6,000-up

5295 Adventure Comics #49 (DC, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,000-up

5296 Adventure Comics #53 (DC, 1940) CGC VF- 7.5 Off-white pages. Est. 1,000-up

5297 Adventure Comics #55 (DC, 1940) CGC VG/FN 5.0 Off-white to white pages. Est. 500-up

5298 Adventure Comics #57 (DC, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 1,800-up

5299 Adventure Comics #58 (DC, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 500-up

5300 Adventure Comics #59 (DC, 1941) CGC VG- 3.5 Cream to off-white pages. Est. 300-up

5301 Adventure Comics #60 (DC, 1941) CGC VG/FN 5.0. Est. 600-up

5302 Adventure Comics #61 Larson pedigree (DC, 1941) CGC VF+ 8.5 Off-white to white pages. Est. 7,500-up

5303 Adventure Comics #62 (DC, 1941) CGC FN- 5.5 Off-white pages. Est. 500-up

5304 Adventure Comics #70 (DC, 1942) CGC VG/FN 5.0 Off-white pages. Est. 400-up

5305 Adventure Comics #72 (DC, 1942) CGC NM- 9.2 Off-white to white pages. Est. 12,000-up

5306 Adventure Comics #99 (DC, 1945) CGC VF/NM 9.0 Off-white pages. Est. 700-up

5307 Adventure Comics #101 Ohio pedigree (DC, 1946) CGC FN+ 6.5 Off-white to white pages. Est. 650-up

5308 Adventure #103 "D" pedigree (DC, 1946) CGC VF/NM 9.0 Off-white pages. Est. 2,800-up

5309 Adventure Comics #104 (DC, 1946) CGC NM+ 9.6 Cream to off-white pages. Est. 3,000-up

5310 Adventure Comics #105 (DC, 1946) CGC NM- 9.2 Off-white pages. Est. 750-up

5311 Adventure Comics #106 (DC, 1946) CGC VF+ Cream to off-white pages. Est. 600-up

5312 Adventure Comics #107 (DC, 1946) CGC NM 9.4 Off-white pages. Est. 1,200-up

5313 Adventure Comics #108 (DC, 1946) CGC VF+ 8.5 Cream to off-white pages. Est. 400-up

5314 Adventure Comics #112 (DC, 1947) CGC VF/NM 9.0 Cream to off-white pages. Est. 475-up

5315 Adventure Comics #115 Double cover (DC, 1947) CGC VF 8.0 Cream to off-white pages. Est. 600-up

5316 Adventure Comics #119 Mile High pedigree (DC, 1947) CGC NM+ 9.6 White pages. Est. 3,000-up

5317 Adventure Comics #120 (DC, 1947) CGC VF 8.0 Cream to off-white pages. Est. 350-up

5318 Adventures of Alan Ladd #1 (DC, 1949) CGC VF- 7.5 Cream to off-white pages. Est. 700-up

5319 The Adventures of Bob Hope #10 (DC, 1951) CGC NM- 9.2 White pages. Est. 600-up

5320 All Funny Comics #1 Mile High pedigree (DC, 1943) CGC NM+ 9.6 White pages. Est. 2,500-up

5321 All Funny Comics #7 Mile High pedigree (DC, 1945) CGC NM 9.4 White pages. Est. 350-up

5322 All Star Western #62 Mile High pedigree (DC, 1951) CGC NM 9.4 White pages. Est. 500-up

5323 All-American Comics #1 (DC, 1939) CGC VF 8.0 Off-white to white pages. Est. 3,500-up

5324 All-American Comics #2 (DC, 1939) CGC VF 8.0 Cream to off-white pages. Est. 1,300-up

5325 All-American Comics #11 Larson pedigree (DC, 1940) CGC Apparent FN/VF 7.0 Slight (P) Off-white to white pages. Est. 600-up

5326 All-American Comics #16 (DC, 1940) CGC VG- 3.5 Cream to off-white pages. Est. 16,000-up

5327 All-American Comics #16 (DC, 1940) CGC Apparent VF+ 8.5 Extensive (P) Off-white pages. Est. 12,000-up

5328 All-American Comics #19 (DC, 1940) CGC FN 6.0 Cream to off-white pages. Est. 3,200-up

5329 All-American Comics #20 (DC, 1940) CGC G/VG 3.0 Off-white to white pages. Est. 600-up

5330 All-American Comics #27 (DC, 1941). CGC VF+ 8.5 Off-white pages Est. 2,200-up

5331 All-American Comics #27 (DC, 1941) CGC VF- 7.5 Off-white to white pages. Est. 1,500-up

5332 All-American Comics #30 (DC, 1941) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,600-up

5333 All-American Comics #45 (DC, 1942) CGC VF 8.0 White pages. Est. 600-up

5334 All-American Comics #61 (DC, 1944) CGC Apparent VF 8.0 Slight (P) Off-white pages. Est. 2,000-up

5335 All-American Comics #71 Big Apple pedigree (DC, 1946) CGC VF/NM 9.0 Off-white pages. Est. 500-up

5336 All-American Comics #74 Big Apple pedigree (DC, 1946) CGC VF+ 8.5 White pages. Est. 400-up

5337 All-American Comics #75 Big Apple pedigree (DC, 1946) CGC NM 9.4 White pages. Est. 2,000-up

5338 All-American Comics #89 Big Apple pedigree (DC, 1947) CGC VF/NM 9.0 Off-white to white pages. Est. 1,000-up

5339 All-American Comics #90 (DC, 1947) CGC NM 9.4 Off-white to white pages. Est. 3,000-up

5340 All-American Comics #99 (DC, 1948) CGC VF 8.0 Cream to off-white pages. Est. 600-up

5341 All-American Comics #101 (DC, 1948) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,200-up

5342 All-American Comics #102 (DC, 1948) CGC NM 9.4 Off-white to white pages. Est. 7,500-up

5343 All-American Comics #102 (DC, 1948) CGC FN + 6.5 Cream to off-white pages. Est. 850-up

5344 All-American Western #108 Hawkeye pedigree (DC, 1949) CGC NM 9.4 Off-white pages. Est. 700-up

5345 All-Flash #1 (DC, 1941) CGC VF 8.0 Off-white to white pages. Est. 12,000-up

5346 All-Flash #1 (DC, 1941) CGC VG- 3.5 Off-white pages. Est. 2,000-up

5347 All-Flash #1 (DC, 1941) CGC FR/GD 1.5 Cream to off-white pages. Est. 650-up

5348 All-Flash #2 (DC, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 3,000-up

5349 All-Flash #3 (DC, 1941) CGC VF/NM 9.0 White pages. Est. 1,400-up

5350 All-Flash #7 Mile High pedigree (DC, 1942) CGC VF 8.0 White pages. Est. 2,000-up

5351 All-Flash #13 (DC, 1943) CGC VF+ 8.5 Off-white pages. Est. 500-up

5352 All-Flash #15 San Francisco pedigree (DC, 1944) CGC NM+ 9.6 White pages. Est. 3,750-up

5353 All-Flash #17 (DC, 1944) CGC NM-9.2 White pages. Est. 1,050-up

5354 All-Flash #26 (DC, 1946) CGC VF/NM 9.0 Off-white to white pages. Est. 550-up

5355 All-Flash #29 (DC, 1947) CGC VF+ 8.5 Cream to off-white pages. Est. 350-up

5356 All-Flash #32 Mile High pedigree (DC, 1948) CGC VF/NM 9.0 Off-white to white pages. Est. 3,500-up

5357 All-Flash #32 (DC, 1948). Condition: Fine+. Est. 800-up

5358 All-Star Comics #1 Larson pedigree (DC, 1940) CGC VF+ 8.5 Off-white pages. Est. 11,500-up

5359 All-Star Comics #1 (DC, 1940) CGC VF 8.0 Off-white pages. Est. 8,500-up

5360 All-Star Comics #1 (DC, 1940) CGC VG- 3.5 Off-white pages. Est. 2,200-up

5361 All-Star Comics #2 (DC, 1940) CGC VF- 7.5 Off-white pages. Est. 3,200-up

5362 All-Star Comics #3 (DC, 1940) CGC Apparent VF+ 8.5 Moderate (P) Off-white to white pages. Est. 4,500-up

5363 All-Star Comics #3 (DC, 1940) CGC Apparent FN/VF 7.0 Extensive (P) Off-white to white pages. Est. 2,500-up

5364 All-Star Comics #4 (DC, 1941) CGC VF+ 8.5 Off-white pages. Est. 3,500-up

5365 All-Star Comics #4 (DC, 1941) CGC Apparent VF 8.0 Slight (P) Off-white to white pages. Est. 2,000-up

5366 All-Star Comics #5 (DC, 1941) CGC NM- 9.2 Off-white pages. Est. 6,500-up

5367 All-Star Comics #5 (DC, 1941) CGC VG/FN 5.0 Off-white pages. Est. 800-up

5368 All-Star Comics #5 (DC, 1941) CGC Apparent FN/VF 7.0 Slight (P) Off-white to white pages. Est. 1,200-up

5369 All-Star Comics #6 (DC, 1941) CGC VF/NM 9.0 White pages. Est. 2,800-up

5370 All-Star Comics #6 (DC, 1941) CGC VF 8.0 White pages. Est. 1,800-up

5371 All-Star Comics #7 (DC, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 3,400-up

5372 All-Star Comics #7 (DC, 1941) CGC FN/VF 7.0 Off-white to white pages. Est. 1,350-up

5373 All-Star Comics #8 (DC, 1942) CGC FN- 5.5 Cream to off-white pages. Est. 6,500-up

5374 All-Star Comics #8 (DC, 1942) CGC Apparent VG+ 4.5 Moderate (P) Off-white pages. Est. 3,500-up

5375 All-Star Comics #10 (DC, 1942) CGC FN+ 6.5 Cream to off-white pages. Est. 975-up

5376 All-Star Comics #11 Mile High pedigree (DC, 1942) CGC NM+ 9.6 Off-white to white pages. Est. 15,000-up

5377 All-Star Comics #11 (DC, 1942) CGC FN/VF 7.0 White pages. Est. 1,400-up

5378 All-Star Comics #12 (DC, 1942) CGC Apparent NM- 9.2 Slight (P) Cream to off-white pages. Est. 750-up

5379 All-Star Comics #13 (DC, 1942) CGC FN- 5.5 White pages. Est. 500-up

5380 All-Star Comics #14 (DC, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 1,400-up

5381 All-Star Comics #16 Rockford pedigree (DC, 1943) CGC VF+ 8.5 Off-white to white pages. Est. 1,400-up

5382 All-Star Comics #17 (DC, 1943) CGC FN/VF 7.0 Off-white to white pages. Est. 700-up

5383 All-Star Comics #20 (DC, 1944) CGC VF+ 8.5 Off-white to white pages. Est. 1,800-up

5384 All-Star #20 Rockford pedigree (DC, 1940) CGC VF 8.0 Cream to off-white pages. Est. 1,350-up

5385 All-Star Comics #22 (DC, 1944) CGC FN/VF 7.0 White pages. Est. 650-up

5386 All-Star Comics #23 (DC, 1944) CGC VG+ 4.5 Cream to off-white pages. Est. 320-up

5387 All-Star Comics #26 Rockford pedigree (DC, 1945) CGC NM 9.4 Off-white to white pages. Est. 3,500-up

5388 All-Star Comics #26 (DC, 1945) CGC VF- 7.5 White pages. Est. 700-up

5389 All-Star Comics #29 Big Apple pedigree (DC, 1946) CGC NM+ 9.6 White pages. Est. 4,000-up

5390 All-Star Comics #29 (DC, 1946) CGC VF+ 8.5 Cream to off-white pages. Est. 950-up

5391 All-Star Comics #30 (DC, 1946) CGC VF- 7.5 Off-white to white pages. Est. 700-up

5392 All-Star Comics #35 (DC, 1947) CGC VF+ 8.5 Off-white pages. Est. 900-up

5393 All-Star Comics #36 (DC, 1947) CGC NM+ 9.6 Off-white to white pages. Est. 12,500-up

5394 All-Star Comics #36 (DC, 1947) Qualified FN/VF 7.0 Cream to off-white pages. Est. 1,100-up

5395 All-Star Comics #38 (DC, 1947) CGC VF/NM 9.0 Off-white to white pages. Est. 1,800-up

5396 All-Star Comics #42 "D" Copy pedigree (DC, 1948) CGC Apparent VF 8.0 Slight (P) Cream to off-white pages. Est. 400-up

5397 All-Star Comics #43 (DC, 1948) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,100-up

5398 All-Star Comics #49 (DC, 1949) CGC VF 8.0 Off-white to white pages. Est. 800-up

5399 All-Star Comics #55 (DC, 1950) CGC FN- 5.5 Off-white pages. Est. 300-up

5400 All-Star Western #58 Mile High pedigree (DC, 1951) CGC VF 8.0 White pages. Est. 800-up

5401 Batman #1 (DC, 1940) CGC VF 8.0 Cream to off-white pages. Est. 50,000-up

5402 Batman #1 (DC, 1940) CGC GD/VG 3.0 Off-white pages. Est. 8,000-up

5403 Batman #1 (DC, 1940) CGC GD- 1.8 Cream to off-white pages. Est. 6,000-up

5404 Batman #1 (DC, 1940) CGC Apparent VF 8.0 Slight (P) Off-white to white pages. Est. 12,000-up

5405 Batman #1 (DC, 1940) CGC Apparent VF 8.0 Moderate (P) Cream to off-white pages. Est. 7,500-up

5406 Batman #2 (DC, 1940) CGC FN/VF 7.0 Off-white to white pages. Est. 4,500-up

5407 Batman #3 (DC, 1940) CGC VF+ 8.5 Off-white pages. Est. 6,500-up

5408 Batman #4 (DC, 1940) CGC VF- 7.5 Off-white pages. Est. 3,000-up

5409 Batman #5 (DC, 1941) CGC VF- 7.5 Off-white pages. Est. 2,000-up

5410 Batman #5 (DC, 1941) CGC FN+ 6.5 Off-white to white pages. Est. 1,300-up

5411 Batman #6 (DC, 1941) CGC VF 8.0 Off-white pages. Est. 2,700-up

5412 Batman #7 (DC, 1941) CGC VF+ 8.5 Off-white to white pages. Est. 3,000-up

5413 Batman #9 (DC, 1942) CGC FN+ 6.5 Off-white pages. Est. 800-up

5414 Batman #11 (DC, 1942) CGC VF+ 8.5 White pages. Est. 3,800-up

5415 Batman #11 (DC, 1942) CGC FN/VF 7.0 Cream to off-white pages. Est. 2,500-up

5416 Batman #13 (DC, 1942) CGC VF 8.0 Cream to off-white pages. Est. 2,000-up

5417 Batman #14 (DC, 1943) CGC VF+ 8.5 White pages. Est. 2,200-up

5418 Batman #15 (DC, 1943) CGC VF 8.0 Off-white to white pages. Est. 1,800-up

5419 Batman #16 (DC, 1943) CGC FN/VF 7.0 Off-white to white pages. Est. 2,200-up

5420 Batman #21 (DC, 1944) CGC VF+ 8.5 Off-white to white pages. Est. 1,250-up

5421 Batman #22 (DC, 1944) CGC VF 8.0 Off-white pages to white pages. Est. 1,400-up

5422 Batman #23 (DC, 1944) CGC VF/NM 9.0 Off-white to white pages. Est. 2,000-up

5423 Batman #24 (DC, 1944) CGC VF 8.0 Cream to off-white pages. Est. 800-up

5424 Batman #25 (DC, 1944) CGC VF 8.0 Off-white pages. Est. 1,100-up

5425 Batman #26 (DC, 1945) CGC VF 8.0 Cream to off-white pages. Est. 950-up

5426 Batman #27 San Francisco pedigree (DC, 1945) CGC NM 9.4 White pages. Est. 8,000-up

5427 Batman #27 (DC, 1945) CGC VF/NM 9.0 Off-white to white pages. Est. 1,600-up

5428 Batman #28 Rockford pedigree (DC, 1945) CGC NM+ 9.6 Off-white to white pages. Est. 5,500-up

5429 Batman #29 Crowley pedigree (DC, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 1,400-up

5430 Batman #32 Double cover (DC, 1945) CGC VF/NM 9.0 Off-white pages. Est. 1,500-up

5431 Batman #35 (DC, 1946) CGC NM- 9.2 Off-white to white pages. Est. 1,400-up

5432 Batman #35 (DC, 1946) CGC VF+ 8.5 Off-white to white pages. Est. 1,200-up

5433 Batman #36 (DC, 1946) CGC FN+ 6.5 Off-white pages. Est. 375-up

5434 Batman #38 (DC, 1946) CGC VF/NM 9.0 Off-white to white pages. Est. 1,100-up

5435 Batman #39 (DC, 1947) CGC VF+ 8.5 Cream to off-white pages. Est. 900-up

5436 Batman #40 (DC, 1947) CGC VF+ 8.5 Off-white to white pages. Est. 1,700-up

5437 Batman #44 (DC, 1947) CGC VF+ 8.5 Off-white pages. Est. 1,000-up

5438 Batman #45 (DC, 1948) CGC FN/VF 7.0 Cream to off-white pages. Est. 300-up

5439 Batman #48 (DC, 1948) CGC VF- 7.5 Cream to off-white pages. Est.

5440 Batman #49 (DC, 1948) CGC VF 8.0 Off-white to white pages. Est. 1,000-up

5441 Batman #50 (DC, 1948) CGC VF 8.0 Cream to off-white pages. Est. 500-up

5442 Batman #53 (DC, 1949) CGC VF/NM 9.0 Off-white pages. Est. 700-up

5443 Batman #53 (DC, 1949) CGC VF 8.0 Off-white pages. Est. 400-up

5444 Batman #54 (DC, 1949) CGC VF 8.0 Off-white pages. Est. 450-up

5445 Batman #55 (DC, 1949) CGC VF 8.0 Off-white pages. Est. 500-up

5446 Batman #70 (DC, 1952) CGC VF/NM 9.0 White pages. Est. 550-up

5447 Batman #102 (DC, 1956) CGC VF/NM 9.0 Off-white to white pages. Est. 400-up

5448 Big All-American Comic Book #1 Carson City pedigree (DC, 1944) CGC NM 9.4 White pages. Est. 24,000-up

5449 Big All-American Comic Book #1 (DC, 1944) CGC FN- 6.0 Off-white to white pages. Est. 2,400-up

5450 Boy Commandos #1 (DC, 1942) CGC VF 8.0 Cream to off-white pages. Est. 3,250-up

5451 Boy Commandos #4 (DC, 1943) CGC VF/NM 9.0 Off-white pages. Est. 750-up

5452 Boy Commandos #9 Pennsylvania pedigree (DC, 1944) CGC NM- 9.2 Off-white pages. Est. 1,400-up

5453 Boy Commandos #16 (DC, 1946) CGC VF/NM 9.0 Off-white to white pages. Est. 400-up

5454 Boy Commandos #22 (DC, 1947) CGC NM- 9.2 Off-white to white pages. Est. 500-up

5455 Boy Commandos #29 (DC, 1948)CGC NM 9.4 Off-white pages. Est. 600-up

5456 Comic Cavalcade #1 (DC, 1942) CGC VF+ Off-white to white pages. Est. 6,000-up

5457 Comic Cavalcade #1 (DC, 1942) CGC Apparent VF 8.0 Slight (A) Off-white to white pages. Est. 2,800-up

5458 Comic Cavalcade #5 Rockford pedigree (DC, 1943) CGC NM 9.4 Off-white pages. Est. 4,000-up

5459 Comic Cavalcade #5 (DC, 1943) CGC VF+ 8.5 Off-white to white pages. Est. 1,300-up

5460 Comic Cavalcade #8 Mile High pedigree (DC, 1944) CGC NM+ 9.6 White pages. Est. 4,500-up

5461 Comic Cavalcade #11 (DC, 1945) CGC NM- 9.2 Off-white to white pages. Est. 1,100-up

5462 Comic Cavalcade #12 Mile High pedigree (DC, 1945) CGC VG- 3.5 White pages. Est. 500-up

5463 Comic Cavalcade #13 Mile High pedigree (DC, 1945) CGC VF 8.0 Off-white to white pages. Est. 2,250-up

5464 Comic Cavalcade #14 Mile High pedigree (DC, 1946) CGC VF- 7.5 White pages. Est. 1,250-up

5465 Comic Cavalcade #18 Mile High pedigree (DC, 1946) CGC VF- 7.5 White pages. Est. 1,000-up

5466 Comic Cavalcade #20 (DC, 1947) CGC VF+ 8.5 Off-white pages. Est. 500-up

5467 Comic Cavalcade #20 Mile High pedigree (DC, 1947) CGC FN/VF 7.0 White pages. Est. 1,000-up

5468 Comic Cavalcade #22 Mile High pedigree (DC, 1947) CGC FN+ 6.5 White pages. Est. 900-up

5469 Comic Cavalcade #23 Mile High pedigree (DC, 1947) CGC VF 8.0 White pages. Est. 1,300-up

5470 Comic Cavalcade #25 "D" Copy pedigree (DC, 1948) CGC VF/NM 9.0 Off-white pages. Est. 700-up

5471 Comic Cavalcade #nn (DC, 1944) CGC VF/NM 9.0 Off-white to white pages. Est. 400-up

5472 Detective Comics #1 (DC, 1937) CGC GD/VG 3.0 Cream to off-white pages. Est. 12,500-up

5473 Detective Comics #10 (DC, 1937) Condition: Apparent GD. Est. 500-up

5474 Detective Comics #27 (DC, 1939) Apparent VF- 7.5 Slight (A) Off-white to white pages. Est. 80,000-up

5475 Detective Comics #27 (DC, 1939) CGC Apparent FN/VF 7.0 Moderate (P) Off-white to white pages. Est. 35,000-up

5476 Detective Comics #29 (DC, 1939) CGC VG/FN 5.0 Off-white to white pages. Est. 5,000-up

5477 Detective Comics #31 (DC, 1939) CGC Apparent NM- 9.2 Moderate (P) Off-white pages. Est. 6,000-up

5478 Detective Comics #31 (DC, 1939) Condition: Apparent VG/FN Est. 3,000-up

5479 Detective Comics #33 (DC, 1939) CGC FN- 5.5 Light tan to off-white pages. Est. 10,000-up

5480 Detective Comics #33 (DC, 1939) CGC VG 4.0 Light tan to off-white pages. Est. 6,000-up

5481 Detective Comics #34 (DC, 1939) CGC FN+ 6.5 Cream to off-white pages. Est. 900-up

5482 Detective Comics #35 Larson pedigree (DC, 1940) CGC Apparent NM- 9.2 Slight (P) White pages. Est. 6,000-up

5483 Detective Comics #35 (DC, 1940) CGC apparent VF 8.0 Extensive (P) Off-white pages. Est. 2,000-up

5484 Detective Comics #36 (DC, 1940) CGC Apparent VF/NM 9.0 Extensive (P) Off-white to white pages. Est. 2,000-up

5485 Detective Comics #38 Larson pedigree (DC, 1940) CGC FN- 5.5 Off-white pages. Est. 8,000-up

5486 Detective Comics #38 (DC, 1940) CGC VG- 3.5 Light tan to off-white pages. Est. 6,000-up

5487 Detective Comics #38 (DC, 1940) CGC Apparent NM- 9.2 Slight (P) White pages. Est. 8,000-up

5488 Detective Comics #38 (DC, 1940) CGC Apparent VF+ 8.5 Slight (P) Off-white pages. Est. 7,000-up

5489 Detective Comics #38 (DC, 1940) CGC Apparent GD/VG 3.0 Moderate (A) Off-white pages. Est. 2,800-up

5490 Detective Comics #39 (DC, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 2,500-up

5491 Detective Comics #39 (DC, 1940) CGC VG 4.0 Cream to off-white pages. Est. 700-up

5492 Detective Comics #39 (DC, 1940) CGC Apparent VF+ 8.5 Slight (P) Off-white pages. Est. 2,000-up

5493 Detective Comics #40 (DC, 1940). Est. 8,000-up

5494 Detective Comics #45 (DC, 1940) CGC VF- 7.5 Off-white pages. Est. 1,500-up

5495 Detective Comics #45 (DC, 1940) CGC FN+ 6.5 Off-white to white pages. Est. 1,100-up

5496 Detective Comics #61 (DC, 1942) CGC VF+ 8.5 White pages. Est. 750-up

5497 Detective Comics #63 (DC, 1942). CGC FN/VF 7.0 Tan to off-white pages. Est. 700-up

5498 Detective Comics #89 (DC, 1944) CGC VF/NM 9.0 Off-white to white pages. Est. 800-up

5499 Detective Comics #94 (DC, 1944) CGC VF+ 8.5 Off-white to white pages. Est. 650-up

5500 Detective Comics #95 (DC, 1945) CGC VF+ 8.5 Off-white pages. Est. 650-up

5501 Detective Comics #98 (DC, 1945) CGC VF+ 8.5 Cream to off-white pages. Est. 650-up

5502 Detective Comics #100 (DC, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 750-up

5503 Detective Comics #122 (DC, 1947) CGC FN/VF 7.0 Off-white to white pages. Est. 700-up

5504 Detective Comics #129 Double Cover (DC, 1947) CGC VF/NM 9.0 Off-white pages. Est. 750-up

5505 Detective Comics #140 (DC, 1948) CGC VF 8.0 White pages. Est. 2,800-up

5506 Detective Comics #143 (DC, 1949) CGC VF/NM 9.0 Off-white to white pages. Est. 575-up

5507 Flash Comics #1 (DC, 1940) CGC VG/FN 5.0 Cream to off-white pages. Est. 15,000-up

5508 Flash Comics #2 (DC, 1940) CGC FN 6.0 Off-white pages. Est. 2,500-up

5509 Flash Comics #24 (DC, 1941) CGC FN/VF 7.0 Off-white pages. Est. 700-up

5510 Flash Comics #26 (DC, 1942) CGC VF- 7.5 Off-white pages. Est. 750-up

5511 Flash Comics #42 (DC, 1943) CGC VF+ 8.5 Off-white pages. Est. 850-up

5512 Flash Comics #55 (DC, 1944) CGC VF+ 8.5 White pages. Est. 500-up

5513 Flash Comics #56 (DC, 1944) CGC VF+ 8.5 Off-white pages. Est. 500-up

5514 Flash Comics #63 "D" Copy pedigree (DC, 1945) CGC VF 8.0 Off-white pages. Est. 350-up

5515 Flash Comics #70 (DC, 1946) CGC NM 9.4 White pages. Est. 1,200-up

5516 Flash Comics #72 Big Apple pedigree (DC, 1946) CGC NM 9.4 Off-white to white pages. Est. 2,250-up

5517 Flash Comics #100 (DC, 1948) CGC VF 8.0 Off-white to white pages. Est. 2,000-up

5518 Flash Comics #103 (DC, 1949) CGC Apparent VF+ 8.5 Moderate (P) Cream to off-white pages. Est. 800-up

5519 Fox and the Crow #1 (DC, 1951) CGC VF- 7.5 Off-white pages. Est. 550-up

5520 Green Lama #2 Rockford pedigree (Spark Publications, 1945) CGC VF/NM 9.0 Cream to off-white pages. Est. 600-up

5521 Green Lantern #1 (DC, 1941) CGC FN 6.0 Off-white pages. Est. 6,500-up

5522 Green Lantern #1 (DC, 1941) CGC Apparent NM- 9.2 Slight (P) Cream to off-white pages. Est. 10,000-up

5523 Green Lantern #2 (DC, 1941) CGC VF+ 8.5 White pages. Est. 6,000-up

5524 Green Lantern #3 Windy City pedigree (DC, 1942) CGC FN+ 6.5 Light tan to off-white pages. Est. 1,400-up

5525 Green Lantern #4 (DC, 1942) CGC FN+ 6.5 Cream to off-white pages. Est. 1,400-up

5526 Green Lantern #5 (DC, 1942) CGC VF 8.0 Off-white pages. Est. 1,200-up

5527 Green Lantern #18 Big Apple pedigree (DC, 1945) CGC NM- 9.2 Off-white pages. Est. 1,600-up

5528 Green Lantern #19 Big Apple pedigree (DC, 1946) CGC NM 9.4 White pages. Est. 3,000-up

5529 Green Lantern #19 (DC, 1946) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,150-up

5530 Green Lantern #24 (DC, 1947) CGC VF/NM 9.0 Off-white pages. Est. 1,100-up

5531 Green Lantern #25 Big Apple pedigree (DC, 1947) CGC VF+ 8.5 Light tan to off-white pages. Est. 900-up

5532 Green Lantern #26 Big Apple pedigree (DC, 1947) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,100-up

5533 Green Lantern #27 (DC, 1947) CGC NM 9.4 Off-white to white pages. Est. 2,700-up

5534 Green Lantern #32 (DC, 1948) CGC NM 9.4 Off-white to white pages. Est. 2,500-up

5535 Green Lantern #33 (DC, 1948) CGC NM+ 9.6 Off-white to white pages. Est. 3,000-up

5536 Green Lantern #38 (DC, 1949) CGC NM+ 9.6 Off-white pages. Est. 4,500-up

5537 House of Mystery Ashcan NN (DC, 1951) Condition: FN+ Est. 3,500-up

5538 Jimmy Wakely #2 (DC, 1949) CGC VF/NM 9.0 Off-white pages. Est. 500-up

5539 Jimmy Wakely #5 (DC, 1950) CGC VF/NM 9.0 Cream to off-white pages. Est. 350-up

5540 Jimmy Wakely #15 Mile High pedigree (DC, 1952) Condition: FN/VF Est. 400-up

5541 Leading Comics #1 (DC, 1941) CGC VF/NM 9.0 Off-white pages. Est. 3,800-up

5542 Leading Comics #3 (DC, 1942) CGC VF 8.0 Off-white to white pages. Est. 600-up

5543 Leading Comics #4 Pennsylvania pedigree (DC, 1942) CGC NM- 9.2 Off-white to white pages. Est. 1,500-up

5544 Leading Comics #6 Rockford pedigree (DC, 1943) CGC VF+ 8.5 Off-white pages. Est. 500-up

5545 Leading Comics #8 Pennsylvania pedigree (DC, 1943) CGC NM 9.4 White pages. Est. 3,500-up

5546 Leading Comics #11 (DC, 1944) CGC NM- 9.2 Off-white to white pages. Est. 1,200-up

5547 Leading Comics #14 (DC, 1945) CGC VF/NM 9.0 Off-white to white pages. Est. 500-up

5548 Leave it to Binky #13 Mile High pedigree (DC, 1950) CGC NM 9.4 White pages. Est. 400-up

5549 More Fun Comics #28 Mile High pedigree (DC, 1938) CGC NM- 9.2 Off-white pages. Est. 6,000-up

5550 More Fun Comics #29 Mile High pedigree (DC, 1938) CGC NM 9.4 Off-white pages. Est. 10,000-up

5551 More Fun Comics #34 Mile High pedigree (DC, 1938) CGC NM 9.4 Off-white to white pages. Est. 10,000-up

5552 More Fun Comics #46 (DC, 1939) CGC VF- 7.5 Cream to off-white pages. Est. 1,000-up

5553 More Fun Comics #49 Mile High pedigree (DC, 1939) CGC NM 9.4 white pages. Est. 5,400-up

5554 More Fun Comics #51 Mile High pedigree (DC, 1940) CGC VF/NM 9.0 White pages. Est. 18,000-up

5555 More Fun Comics #52 (DC, 1940) CGC Apparent VF+ 8.5 Extensive (P) Cream to off-white pages. Est. 12,500-up

5556 More Fun Comics #52 (DC, 1940) Apparent FN 6.0 Extensive (P) Off-white pages. Est. 7,000-up

5557 More Fun Comics #52 (DC, 1940) CGC Apparent VG/FN 5.0 Moderate (A) Off-white to white pages. Est. 5,000-up

5558 More Fun Comics #53 Mile High pedigree (DC, 1940) CGC NM+ 9.6 White pages. Est. 130,000-up

5559 More Fun Comics #53 (DC, 1940) Apparent FN- Est. 4,000-up

5560 More Fun Comics #55 (DC, 1940) CGC Apparent VF+ 8.5 Slight (P) Cream to off-white pages. Est. 3,000-up

5561 More Fun Comics #56 (DC, 1940) CGC VF 8.0 Off-white pages. Est. 11,000-up

5562 More Fun Comics #59 Larson pedigree (DC, 1940) CGC VF/NM 9.0 Off-white pages. Est. 4,200-up

5563 More Fun Comics #62 (DC, 1940) CGC VF- 7.5 Off-white pages. Est. 1,650-up

5564 More Fun Comics #63 (DC, 1941) CGC FN/VF 7.0 Off-white to white pages. Est. 1,000-up

5565 More Fun Comics #64 (DC, 1941) CGC VF- 7.5 Cream to off-white pages. Est. 1,250-up

5566 More Fun Comics #66 (DC, 1941) CGC FN/VF 7.0 Off-white to white pages. Est. 1,000-up

5567 More Fun Comics #67 (DC, 1941) CGC FN+ 6.5 Off-white to white pages. Est. 1,750-up

5568 More Fun Comics #68 (DC, 1941) CGC FN- 5.5 Cream to off-white pages. Est. 500-up

5569 More Fun Comics #69 (DC, 1941) CGC VF+ 8.5 Cream to off-white pages. Est. 2,200-up

5570 More Fun Comics #70 (DC, 1941) CGC VF- 7.5 Off-white to white pages. Est. 1,200-up

5571 More Fun Comics #71 (DC, 1941) CGC FN+ 6.5 Off-white pages. Est. 1,750-up

5572 More Fun Comics #71 (DC, 1941) CGC VG 4.0 Cream to off-white pages. Est. 1,000-up

5573 More Fun Comics #72 (DC, 1941) CGC VF+ 8.5 White pages. Est. 1,600-up

5574 More Fun Comics #74 (DC, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 2,800-up

5575 More Fun Comics #75 (DC, 1942) CGC FN 6.0 Cream to off-white pages. Est. 675-up

5576 More Fun Comics #76 (DC, 1942) CGC Apparent VF 8.0 Slight (A) Off-white pages. Est. 500-up

5577 More Fun Comics #78 (DC, 1942) CGC VF 8.0 Cream to off-white pages. Est. 1,400-up

5578 More Fun Comics #79 (DC, 1942) CGC VF- 7.5 Off-white pages. Est. 1,250-up

5579 More Fun Comics #79 (DC, 1942) CGC FN/VF 7.0 Off-white pages. Est. 850-up

5580 More Fun Comics #80 Mile High pedigree (DC, 1942) CGC NM 9.4 White pages. Est. 8,000-up

5581 More Fun Comics #80 (DC, 1942) CGC VF- 7.5 Cream to off-white pages. Est. 1,100-up

5582 More Fun Comics #91 Mile High pedigree (DC, 1943) CGC NM+ 9.6 Off-white to white pages. Est. 5,000-up

5583 More Fun Comics #98 Hawkeye pedigree (DC, 1944) CGC NM- 9.2 Off-white pages. Est. 1,800-up

5584 More Fun Comics #102 (DC, 1945) CGC NM- 9.2 Off-white pages. Est. 1,200-up

5585 More Fun Comics #118 Mile High pedigree (DC, 1947) CGC NM 9.4 Off-white to white pages. Est. 850-up

5586 Mr. District Attorney #1 (DC, 1948) CGC VF 8.0 Off-white pages. Est. 550-up

5587 My Greatest Adventure #1 (DC, 1955) CGC VF- 7.5 Cream to off-white pages. Est. 600-up

5588 Mysterious Stranger Ashcan #nn (DC, 1952) Condition: FN/VF Est. 2,500-up

5589 Mystery in Space #1 (DC, 1951) CGC VF/NM 9.0 Cream to off-white pages. Est. 3,200-up

5590 Mystery in Space #1 (DC, 1951) CGC VF- 7.5 Off-white pages. Est. 2,000-up

5591 Mystery in Space #4 Bethlehem pedigree (DC, 1951) CGC NM- 9.2 Off-white pages. Est. 1,500-up

5592 Mystery Trail Ashcan NN (DC, 1950) Condition: FN/VF Est. 2,500-up

5593 New York World's Fair Comics #nn Carson City pedigree (1939 Edition) (DC, 1939) CGC VF/NM 9.0 Off-white to white pages. Est. 23,000-up

5594 New York World's Fair Comics #nn (1940 Edition) (DC, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 3,750-up

5595 New York World's Fair Comics #nn (1939 Edition) (DC, 1939) CGC FN/VF 7.0 Off-white pages. Est. 6,500-up

5596 Real Fact Comics #1 Mile High pedigree (DC, 1946) CGC VF/NM 9.0 White pages. Est. 1,300-up

5597 Real Fact Comics #5 (DC, 1946) CGC VF+ 8.5 White pages. Est. 1,250-up

5598 Real Fact Comics #5 (DC, 1946) CGC VF 8.0 Off-white pages. Est. 1,125-up

5599 Real Fact Comics #11 Mile High pedigree (DC, 1947) CGC VF+ 8.5 White pages. Est. 250-up

5600 Real Screen Funnies #1 (DC, 1945) CGC VF- 7.5 Off-white to white pages. Est. 450-up

5601 Secret Hearts #1 Mile High pedigree (DC, 1949) CGC NM- 9.2 White pages. Est. 1,150-up

5602 Sensation Comics #4 Rockford pedigree (DC, 1942) CGC VF- 7.5 Cream to off-white pages. Est. 800-up

5603 Sensation Comics #14 (DC, 1943) CGC VF+ 8.5 White pages. Est. 700-up

5604 Sensation Comics #15 (DC, 1943) CGC VF+ 8.5 White pages. Est. 650-up

5605 Sensation Comics #16 (DC, 1943) CGC VF/NM 9.0 Off-white to white pages. Est. 800-up

5606 Sensation Comics #18 (DC, 1943) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,100-up

5607 Sensation Comics #37 (DC, 1945) CGC NM+ 9.6 White pages. Est. 2,200-up

5608 Sensation Comics #40 "D" Copy pedigree (DC, 1945) CGC NM 9.4 Off-white to white pages. Est. 1,300-up

5609 Sensation Comics #40 (DC, 1945) CGC NM- 9.2 White pages. Est. 600-up

5610 Sensation Comics #42 (DC, 1945) CGC NM 9.4 White pages. Est. 1,600-up

5611 Sensation Comics #45 (DC, 1945) CGC NM+ 9.6 White pages. Est. 2,000-up

5612 Sensation Comics #46 (DC, 1945) CGC FN- 5.5 White pages. Est. 100-up

5613 Sensation Comics #47 (DC, 1945) CGC NM 9.4 Off-white to white pages. Est. 1,200-up

5614 Sensation Comics #48 (DC, 1945) CGC NM 9.4 White pages. Est. 1,300-up

5615 Sensation Comics #49 (DC, 1946) CGC NM- 9.2 Off-white to white pages. Est. 550-up

5616 Sensation Comics #53 Mile High pedigree (DC, 1946) CGC NM- 9.2 White pages. Est. 1,000-up

5617 Sensation Comics #54 Mile High pedigree (DC, 1946) CGC NM 9.4 White pages. Est. 1,600-up

5618 Sensation Comics #56 Mile High pedigree (DC, 1946) CGC NM 9.4 White pages. Est. 1,600-up

5619 Sensation Comics #58 (DC, 1946) CGC NM- 9.2 Off-white to white pages. Est. 800-up

5620 Sensation Comics #59 (DC, 1946) CGC NM 9.4 Off-white pages. Est. 1,600-up

5621 Sensation Comics #60 Mile High pedigree (DC, 1946) CGC 9.0 VF/NM White pages. Est. 1,000-up

5622 Sensation Comics #69 Mile High pedigree (DC, 1947) CGC NM+ 9.6 White pages. Est. 1,600-up

5623 Sensation Comics #71 Mile High pedigree (DC, 1947) CGC VF/NM 9.0 White pages. Est. 1,000-up

5624 Sensation Comics #72 Mile High pedigree (DC, 1947) CGC NM 9.4 Off-white to white pages. Est. 1,600-up

5625 Sensation Comics #73 Mile High pedigree (DC, 1948) CGC 9.6 Off-white to white pages Est. 2,400-up

5626 Sensation Comics #74 Mile High pedigree (DC, 1948) CGC NM 9.4 White pages. Est. 1,600-up

5627 Sensation Comics #76 Mile High pedigree (DC, 1948) CGC VF+ 8.5 Off-white to white pages. Est. 2,000-up

5628 Sensation Comics #82 Mile High pedigree (DC, 1948) CGC VF+ 8.5 Off-white to white pages. Est. 1,600-up

5629 Sensation Comics #84 Mile High pedigree (DC, 1948) CGC NM 9.4 White pages. Est. 1,750-up

5630 Sensation Comics #87 Mile High pedigree (DC, 1949) CGC NM- 9.2 White pages. Est. 1,600-up

5631 Star Spangled Comics #1 (DC, 1941) CGC VF/NM 9.0 Cream to off-white pages. Est. 5,800-up

5632 Star Spangled Comics #1 (DC, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 900-up

5633 Star Spangled Comics #3 (DC, 1941) CGC VF 8.0 Cream to off-white pages. Est. 675-up

5634 Star Spangled Comics #5 (DC, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 685-up

5635 Star Spangled Comics #7 (DC, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 4,800-up

5636 Star Spangled Comics #7 (DC, 1942) CGC VF 8.0 Off-white pages. Est. 4,000-up

5637 Star Spangled Comics #9 (DC, 1942) CGC NM 9.4 White pages. Est. 3,000-up

5638 Star Spangled Comics #9 Rockford pedigree (DC, 1942) CGC VF/NM 9.0 Off-white pages. Est. 1,400-up

5639 Star Spangled Comics #9 (DC, 1942) CGC VF- 7.5 Off-white to white pages. Est. 650-up

5640 Star Spangled Comics #10 Rockford pedigree (DC, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 1,100-up

5641 Star Spangled Comics #12 Rockford pedigree (DC, 1942) CGC VF- 7.5 Off-white pages. Est. 700-up

5642 Star Spangled Comics #15 (DC, 1942) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,000-up

5643 Star Spangled Comics #16 Crowley pedigree (DC, 1943) VF- 7.5 White pages. Est. 850-up

5644 Star Spangled Comics #18 (DC, 1943) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,300-up

5645 Star Spangled Comics #24 (DC, 1943) CGC VF/NM 9.0 White pages. Est. 900-up

5646 Star Spangled Comics #24 Rockford pedigree (DC, 1943) CGC VF+ 8.5 Off-white pages. Est. 750-up

5647 Star Spangled Comics #29 "D" Copy pedigree (DC, 1944) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,000-up

5648 Star Spangled Comics #44 (DC, 1945) CGC NM- 9.2 Off-white to white pages. Est. 650-up

5649 Star Spangled Comics #50 (DC, 1945) CGC NM 9.4 Off-white pages. Est. 1,200-up

5650 Star Spangled Comics #56 (DC, 1946) CGC NM 9.4 Cream to off-white pages. Est. 1,000-up

5651 Star Spangled Comics #60 (DC, 1946) CGC NM+ 9.6 Cream to off-white pages. Est. 1,750-up

5652 Star Spangled Comics #82 (DC, 1948) CGC VF/NM 9.0 Off-white pages. Est. 400-up

5653 Star Spangled Comics #122 (DC, 1951) CGC VF/NM 9.0 Off-white to white pages. Est. 500-up

5654 Strange Adventures #1 (DC, 1950) CGC VF/NM 9.0 Off-white to white pages. Est. 3,000-up

5655 Strange Adventures #1 (DC, 1950) CGC VF 8.0 Off-white to white pages. Est. 2,000-up

5656 Strange Adventures #2 Bethlehem pedigree (DC, 1950) CGC VF/NM 9.0 Off-white to white pages. Est. 1,400-up

5657 Strange Adventures #3 (DC, 1950) CGC NM- 9.2 Off-white to white pages. Est. 1,200-up

5658 Strange Adventures #3 Bethlehem pedigree (DC, 1950) CGC VF+ 8.5 Off-white pages. Est. 750-up

5659 Strange Adventures #4 White Mountain pedigree (DC, 1951) CGC VF 8.0 Off-white to white pages. Est. 1,000-up

5660 Strange Adventures #5 Bethlehem pedigree (DC, 1951) CGC VF+ 8.5 Off-white to white pages. Est. 650-up

5661 Strange Adventures #6 White Mountain pedigree (DC, 1951) CGC VF- 7.5 Off-white to white pages. Est. 750-up

5662 Strange Adventures #6 Bethlehem pedigree (DC, 1951) CGC FN+ 6.5 Off-white to white pages. Est. 150-up

5663 Strange Adventures #7 Bethlehem pedigree (DC, 1951) CGC VF+ 8.5 Off-white to white pages. Est. 500-up

5664 Strange Adventures #8 Bethlehem pedigree (DC, 1951) CGC VF- 7.5 Off-white pages. Est. 350-up

5665 Strange Adventures #9 Bethlehem pedigree (DC, 1951) CGC VF+ 8.5 Off-white to white pages. Est. 1,400-up

5666 Strange Adventures #13 (DC, 1951) CGC VF 8.0 Off-white to white pages. Est. 300-up

5667 Strange Adventures #14 Bethlehem pedigree (DC, 1951) CGC NM- 9.2 Off-white pages. Est. 800-up

5668 Superboy #1 (DC, 1949) CGC VF/NM 9.0 Cream to off-white pages. Est. 9,000-up

5669 Superboy #1 (DC, 1949) CGC FN 6.0 Off-white pages. Est. 1,900-up

5670 Superboy #1 (DC, 1949) CGC Apparent VF- 7.5 Slight (P) Off-white to white pages. Est. 1,250-up

5671 Superboy #2 (DC, 1949) CGC VF 8.0 Off-white to white pages. Est. 1,300-up

5672 Superboy Ashcan #nn (DC, 1942) CGC NM- 9.2 Cream to off-white pages. Est. 12,000-up

5673 Superman #1 (DC, 1939) CGC GD-1.8 Cream pages. Est. 12,500-up

5674 Superman #1 (DC, 1939) CGC Apparent FN+ 6.5 Moderate (P) Cream to off-white pages. Est. 12,000-up

5675 Superman #2 (DC, 1939) CGC Apparent VG+ 4.5 Slight (P) Cream to off-white pages. Est. 1,200-up

5676 Superman #3 Nova Scotia pedigree (DC, 1940) CGC VF 8.0 Cream to off-white pages. Est. 4,500-up

5677 Superman #3 (DC, 1940) CGC VG 4.0 Off-white pages. Est. 1,200-up

5678 Superman #3 (DC, 1940) CGC Apparent VF+ 8.5 Moderate (P) Off-white pages. Est. 1,400-up

5679 Superman #4 (DC, 1940) CGC VF+ 8.5 White pages. Est. 5,000-up

5680 Superman #5 (DC, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 3,500-up

5681 Superman #6 (DC, 1940) CGC FN- 5.5 Off-white pages. Est. 650-up

5682 Superman #7 (DC, 1940) CGC FN 6.0 Off-white pages. Est. 800-up

5683 Superman #7 (DC, 1940) CGC FN- 5.5 Off-white pages. Est. 700-up

5684 Superman #8 (DC, 1941) CGC VF- 7.5 Off-white pages. Est. 1,500-up

5685 Superman #8 (DC, 1941) CGC FN- 5.5 Off-white pages. Est. 650-up

5686 Superman #9 (DC, 1941) CGC Qualified VF 8.0 Off-white pages. Est. 275-up

5687 Superman #9 (DC, 1941) CGC FN 6.0 Cream to off-white pages. Est. 750-up

5688 Superman #10 Larson pedigree (DC, 1941) CGC Qualified NM 9.4 White pages. Est. 3,000-up

5689 Superman #12 (DC, 1941) CGC VF 8.0 Off-white to white pages. Est. 1,350-up

5690 Superman #14 (DC, 1942) CGC VG- 3.5 Cream to off-white pages. Est. 500-up

5691 Superman #33 (DC, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 700-up

5692 Superman #34 (DC, 1945) CGC NM- 9.2 Off-white to white pages. Est. 950-up

5693 Superman #35 (DC, 1945) CGC VF 8.0 Off-white to white pages. Est. 550-up

5694 Superman #36 (DC, 1945) CGC VF+ 8.5 White pages. Est. 750-up

5695 Superman #36 (DC, 1945) CGC VF- 7.5 Off-white to white pages. Est. 450-up

5696 Superman #53 (DC, 1948) CGC VF- 7.5 Cream pages. Est. 1,200-up

5697 Superman #60 (DC, 1949) CGC VF 8.0 White pages. Est. 350-up

5698 Superman #61 (DC, 1949) CGC FN/VF 7.0 White pages. Est. 500-up

5699 Superman #70 (DC, 1951) CGC VF/NM 9.0 White pages. Est. 500-up

5700 Superman #74 (DC, 1952) CGC VF 8.0 Dark tan to off-white pages. Est. 300-up

5701 Superman #76 (DC, 1952) CGC FN 6.0 White pages. Est. 400-up

5702 Superman #100 (DC, 1955) CGC FN 6.0 Off-white to white pages. Est. 550-up

5703 Superman Ashcan #nn (DC, 1939) CGC VF/NM 9.0 Off-white pages. Est. 27,500-up

5704 Tomahawk #1 (DC, 1950) CGC NM- 9.2 Off-white pages. Est. 1,850-up

5705 Western Comics #1 (DC, 1948) CGC VF/NM 9.0 Off-white pages. Est. 800-up

5706 Western Comics #14 Mile High pedigree (DC, 1950) CGC FN/VF 7.0 Off-white to white pages. Est. 225-up

5707 Wonder Woman #1 (DC, 1942) CGC VF- 7.5 Off-white pages. Est. 10,000-up

5708 Wonder Woman #2 (DC, 1942) CGC FN/VF 7.0 Off-white to white pages. Est. 1,500-up

5709 Wonder Woman #8 (DC, 1944) CGC VF/NM 9.0 Off-white to white pages. Est. 1,800-up

5710 Wonder Woman #9 (DC, 1944) CGC VF 8.0 Off-white to white pages. Est. 700-up

5711 Wonder Woman #9 (DC, 1944) CGC FN/VF 7.0 Cream to off-white pages. Est. 575-up

5712 Wonder Woman #10 (DC, 1944) CGC NM 9.4 Off-white to white pages. Est. 5,600-up

5713 Wonder Woman #11 (DC, 1944) CGC VF+ 8.5 Cream to off-white pages. Est. 950-up

5714 Wonder Woman #13 (DC, 1945) CGC NM- 9.2 Off-white to white pages. Est. 1,300-up

5715 Wonder Woman #14 (DC, 1945) CGC FN/VF 7.0 Cream to off-white pages. Wonder Woman Est. 500-up

5716 Wonder Woman #15 (DC, 1945) CGC VF+ 8.5 Off-white pages. Est. 800-up

5717 Wonder Woman #16 (DC, 1946) CGC VF+ 8.5 Off-white pages. Est. 500-up

5718 Wonder Woman #17 (DC, 1946) CGC FN 6.0 Cream to off-white pages. Est. 300-up

5719 Wonder Woman #18 (DC, 1946) CGC VF 8.0 Cream to off-white pages. Est. 650-up

5720 Wonder Woman #19 (DC, 1946) CGC VF+ 8.5 Off-white to white pages. Est. 695-up

5721 Wonder Woman #20 (DC, 1946) CGC VF- 7.5 Off-white pages. Est. 400-up

5722 Wonder Woman #23 (DC, 1947) CGC VF 8.0 Off-white to white pages. Est. 525-up

5723 Wonder Woman #30 (DC, 1948) CGC VF+ 8.5 Off-white to white pages. Est. 725-up

5724 World's Best Comics #1 (DC, 1941) CGC VF 8.0 Cream to off-white pages. Est. 8,000-up

5725 World's Best Comics #1 (DC, 1941) CGC FN/VF 7.0 Off-white to white pages. Est. 6,000-up

5726 World's Best Comics #1 (DC, 1941) CGC VG/FN 5.0 Cream to off-white pages. Est. 3,000-up

5727 World's Best Comics #1 (DC, 1941) CGC Apparent FN- 5.5 Slight (P) Off-white to white pages. Est. 1,700-up

5728 World's Finest Comics #2 (DC, 1941) CGC FN+ 6.5 Light tan to off-white pages. Est. 1,300-up

5729 World's Finest Comics #2 (DC, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 700-up

5730 World's Finest Comics #2 (DC, 1941) CGC GD/VG 3.0 Cream to off-white pages. Est. 630-up

5731 World's Finest Comics #3 (DC, 1941) CGC VG 4.0 Cream to off-white pages. Est. 550-up

5732 World's Finest Comics #4 (DC, 1941) CGC VF/NM 9.0 Off-white pages. Est. 3,200-up

5733 World's Finest Comics #4 (DC, 1941) CGC FN- 5.5 Off-white to white pages. Est. 650-up

5734 World's Finest Comics #4 (DC, 1941) GD/VG Off-white pages. Est. 275-up

5735 World's Finest Comics #5 (DC, 1942) Condition: Apparent GD/VG Est. 375-up

5736 World's Finest Comics #6 (DC, 1942) GD/VG Off-white pages. Est. 200-up

5737 World's Finest Comics #7 (DC, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 1,000-up

5738 World's Finest Comics #7 (DC, 1942) Condition: Apparent FR. Est. 125-up

5739 World's Finest Comics #8 Pop Hollinger Copy (DC, 1942) GD Est. 95

5740 World's Finest Comics #9 Pop Hollinger Copy (DC, 1943) GD+ Est. 200-up

5741 World's Finest Comics #10 Pop Hollinger Copy (DC, 1943) GD+ Est. 125-up

5742 World's Finest Comics #11 Rockford pedigree (DC, 1943) CGC VF/NM 9.0 Off-white to white pages. Est. 1,350-up

5743 Worlds Finest Comics #12 (DC, 1943) CGC VF+ 8.5 Off-white pages. Est. 800-up

5744 World's Finest Comics #13 (DC, 1944) CGC VF 8.0 Off-white to white pages. Est. 850-up

5745 Worlds Finest Comics #16 (DC, 1944) CGC VG/FN 5.0 Off-white to white pages. Est. 250-up

5746 World's Finest Comics #17 (DC, 1945) CGC VF 8.0 White pages. Est. 850-up

5747 World's Finest Comics #18 Mile High pedigree (DC, 1945) CGC NM+ 9.6 White pages. Est. 5,500-up

5748 World's Finest Comics #18 (DC, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 700-up

5749 World's Finest Comics #20 (DC, 1945) CGC VF+ 8.5 Off-white pages. Est. 400-up

5750 World's Finest Comics #21 (DC, 1946) CGC VF- 7.5 Off-white to white pages. Est. 450-up

5751 World's Finest Comics #22 (DC, 1946) CGC VF+ 8.5 Off-white pages. Est. 600-up

5752 World's Finest Comics #25 (DC, 1946) CGC VF 8.0 Cream to off-white pages. Est. 525-up

5753 World's Finest Comics #30 (DC, 1947) CGC NM- 9.2 Off-white to white pages. Est. 1,250-up

5754 World's Finest Comics #41 (DC, 1949) CGC NM- 9.2 White pages. Est. 850-up

5755 World's Finest Comics #68 (DC, 1954) CGC FN/VF 7.0 Cream to off-white pages. Est. 250-up

DC BRONZE AGE

5756 Dark Mansion of Forbidden Love #1 (DC, 1971) CGC VF/NM 9.0 White pages. Est. 200-up

5757 DC Super Pac B4 (DC, 1972). Est. 100-up

5758 Detective Comics #475 (DC, 1978) CGC NM/MT 9.8 Off-white to white pages. Est. 500-up

5759 The Flash #197 Oakland pedigree (DC, 1970) CGC NM/MT 9.8 White pages. Est. 400-up

5760 House of Secrets #92 (DC, 1971) CGC VF/NM 9.0 Off-white pages. Est. 900-up

5761 House of Secrets #92 (DC, 1971) CGC VF+ 8.5 Off-white to white pages. Est. 450-up

MODERN AGE

5762 Doctor Solar #32 (Gold Key, 1982). Est. 300

5763 Magnus Robot Fighter #47 (Gold Key, 1982). Est. 300

5764 Uncle Scrooge #179 (Dell, 1980) CGC NM- 9.2 White pages. Est. 500-up

5765 Four Color #1166 (Dell, 1961) CGC NM- 9.2 Off-white pages. Est. 275-up

5766 Four Color #1208 (Dell, 1961) CGC NM 9.4 Off-white pages. Est. 500-up

5767 Four Color #1275 (Dell, 1961) CGC NM- 9.2 Cream to off-white pages. Est. 300-up

5768 Group Lot of Dell Westerns (Dell). Est. 250-up

5769 Maverick #16 (Dell, 1961) CGC NM 9.4 Cream to off-white pages. Est. 200-up

5770 Mission: Impossible #1 (Dell, 1967) CGC NM+ 9.6 Off-white pages. Est. 350-up

5771 Perry Mason #1 File copy (Dell, 1964) CGC NM+ 9.6 Off-white pages. Est. 200-up

5772 Rocky and His Fiendish Friends #3 (Gold Key, 1963) CGC NM 9.4 Off-white pages. Est. 300-up

5773 Twilight Zone #94 (Gold Key, 1963). Est. 300-up

5774 Wild, Wild West #4 (Gold Key, 1968) CGC NM 9.4 Off-white to white pages. Est. 250-up

5775 Wild, Wild West #7 (Gold Key, 1969) CGC NM+ 9.6 White pages. Est. 350-up

SESSION TWO
THURSDAY, JULY 4, 2002 • 7:00 PM
LOTS 5776-6266

ORIGINAL ART

5776 Bob Montana - Original Comic Strip Art for Archie Sunday dated 3-26-61 (King Features Syndicate, 1961). Est. 600-up

5777 Al Plastino - Original Comic Strip Art for Batman daily (DC, 1968). Est. 750-up

5778 Al Plastino - Original Comic Strip Art for Batman daily dated 4-7-69 (DC, 1969). Est. 300-up

5779 Al Plastino - Original Comic Strip Art for Batman daily dated 4-19-69 (DC, 1969). Est. 300-up

5780 Al Plastino - Original Comic Strip Art for Batman daily dated (DC, 1968). Est. 750-up

5781 Nick Cardy and Al Plastino - Original Comic Strip Art for Batman daily (DC, 1972). Est. 1,000-up

5782 Nick Cardy and Al Plastino - Original Comic Strip Art for The Batman daily (unpublished, 1972). Est. 300-up

5783 Bob Kane - Original Comic Strip Art for Batman Sunday dated 2-10-46 (McClure Newspaper Syndicate, 1946). Est. 45,000-up

5784 Mort Walker - Original Art Print of Miss Buxley (undated). Est. 200-up

5785 Chic Young Studio - Original Art for Blondie Sunday dated 5-22-32 (King Features, 1932). Est. 1,500-up

5786 Wally Wood - Original Comic Strip Art for Cannon #26 (Wood and Richter, Inc., 1972). Est. 800-up

5787 Wally Wood - Original Comic Strip Art for Cannon #57 (Wood and Richter, Inc., 1972). Est. 800-up

5788 Wally Wood - Original Art for Cannon strip (Wood and Richter, 1971). Est. 1,500-up

5789 Wally Wood - Original Art for Cannon Strip (Wood and Richter, 1974). Est. 1,000-up

5790 Chester Gould - Original Comic Strip Art for Dick Tracy dated 9-1-1933 (Chicago Tribune Syndicate, 1933). Est. 2,000-up

5791 Irwin Hasen - Original Comic Strip Art for four Dondi Strips (Chicago Tribune, 1968-1977). Est. 400-up

5792 Irwin Hasen - Original Comic Strip art for two Dondi Dailies (Chicago Tribune, 1974). Est. 300-up

5793 Ruth A. Roche and Matt Baker - Original Comic Strip Art for Flamingo (Phoenix Features, undated). Est. 300-up

5794 Ruth A. Roche and Matt Baker - Original Comic Strip Art for Flamingo dated 5-29-52 (Phoenix Features, 1952). Est. 100-up

5795 Ruth A. Roche and Matt Baker - Original Comic Strip Art for Flamingo dated 5-31-52 (Phoenix Features, 1952). Est. 100-up

5796 Gus Edson - Original Comic Strip Art for The Gumps dated 12/11/39 (Chicago Tribune Syndicate, 1939). Est. 300-up

5797 Dik Browne - Original Comic Strip Art for Hagar the Horrible daily (1986). Est. 200-up

5798 Jack Kamen - Original Comic Strip Art for Inspector Dayton (Editors Press Service, undated). Est. 500-up

5799 Ham Fisher - Original Comic Strip Art for Joe Palooka dated 1-1-49 (McNaught Syndicate, 1949) Est. 200-up

5800 Frank Frazetta - Original Comic Strip Art for Johnny Comet dated 2-25-52 (McNaught Syndicate, 1952). Est. 1,500-up

5801 Frank Frazetta - Original Comic Strip Art for Johnny Comet daily dated 12-4-1952 (Pub., 1952). Est. 1,200-up

5802 Frank Frazetta - Original Art Comic Strip Art For Johnny Comet dated 12-7-52 (McNaught Syndicate, 1952). Est. 2,400-up

5803 Al Capp - Original Comic Strip Art for L'il Abner daily dated 8-6-49 (United Feature Syndicate, 1949). Est. 200-up

5804 Frank Frazetta - Original Comic Strip Art for L'il Abner Sunday dated 12-4-55 (United Features Syndicate, 1955). Est. 500-up

5805 Al Capp Studio/Frank Frazetta - Original Comic Strip Art for L'il Abner Sunday dated 3-13-55 (United Feature Syndicate, 1955). Est. 750-up

5806 Floyd Gottfredson - Original Comic Strip Art for Mickey Mouse dated 9-16-36 (Walt Disney Enterprises, 1936). Est. 3,500-up

5807 Floyd Gottfredson - Original Comic Strip Art for Mickey Mouse Sunday 3-21-1937 (Walt Disney Studios, 1937). Est. 8,000-up

5808 Mel Lazarus - Original Comic Strip Art for Miss Peach dated 6-19-71(Field Enterprises, 1971). Est. 100-up

5809 Frank Willard - Original Comic Strip Art for Moon Mullins daily (Chicago Tribune, 1936). Est. 200-up

5810 Charles M. Schulz - Original Comic Strip Art for Peanuts daily dated 7-27-54 (United Features Syndicate, 1954). Est. 1,500-up

5811 Charles Schulz - Original Comic Strip Art for Peanuts Sunday dated 2-6-77 (United Features Syndicate, 1977). Est. 7,500-up

5812 Walt Kelly - Original Comic Strip Art for Pogo dated 8-13-53 (Post Hall Syndicate, 1953). Est. 500-up

5813 Walt Kelly - Original Comic Strip Art for Pogo Sunday dated 1-10-54 (Post Hall Syndicate, 1954). Est. 800-up

5814 Walt Kelly - Original Comic Strip Art for Pogo Sunday dated 4-15-62 (Post Hall Syndicate, 1962). Est. 800-up

5815 Walt Kelly - Original Art Comic Strip Art for Pogo daily dated 8-5-67 (Hall Syndicate, 1967). Est. 500-up

5816 Hal Foster - Original Comic Strip Art for Prince Valiant Sunday dated 12-17-44 (King Features Syndicate, 1944). Est. 15,000-up

5817 Hal Foster - Original Art Panel from Prince Valiant (King Features Syndicate, 1944). Est. 1,000-up

5818 Hal Foster - Original Art Illustration of Prince Valiant (circa 1945). Est. 4,000-up

5819 Hal Foster - Original Art Illustration of Prince Valiant (unknown date). Est. 2,500-up

5820 Hal Foster - Original Art Illustration of Prince Valiant (No Publisher, unknown date) Est. 2,000-up

5821 Al Williamson and John Prentice - Original Comic Strip Art for Rip Kirby dated 1-29-63 (King Features, 1963). Est. 150-up

5822 Frank Godwin - Original Comic Strip Art for Rust Riley daily dated 1-15-? (King Features, year unknown). Est. 200-up

5823 Alex Raymond - Original Comic Strip Art for Secret Agent X-9 dated 6-21-34 (King Features, 1934). Est. 1,000-up

5824 Alex Raymond - Original Comic Strip Art for Secret Agent X-9 dated 2-13-35 (King Features, 1935). Est. 800-up

5825 Alex Raymond - Original Comic Strip Art for Secret Agent X-9 dated 3-6-35 (King Features, 1935). Est. 1,200-up

5826 John Forte - Original Comic Strip Art for South Sea Girl (Phoenix Features Inc., undated). Est. 150-up

5827 Fred Kida - Original Comic Strip Art for Amazing Spider-Man dated 3-8-82. (Marvel, 1982) Est. 150-up

5828 Dan Barry - Original Comic Strip Art for Spider-Man daily dated 1-14-86 (Marvel, 1986). Est. 250-up

5829 Dan Barry - Original Comic Strip Art for Spider-Man daily dated 10-4-86 (Marvel, 1986). Est. 250-up

5830 Dan Barry - Original Comic Strip Art for Spider-Man daily dated 9-2-86 (Marvel, 1986). Est. 250-up

5831 Various Artists - Original Comic Strip Art for Spider-Man Sunday strips (Marvel, 1995-98). Est. 1,200-up

5832 Larry Lieber - Original Comic Strip Art for Spider-Man daily, Lot of 5 (Marvel, 1987-1995). Est. 500-up

5833 Larry Lieber - Original Comic Strip Art for Spider-Man daily, Lot of 2 (Marvel, 1993). Est. 200-up

5834 Larry Lieber - Original Comic Strip Art for Spider-Man daily, Lot of 24 (Marvel, 1993). Est. 1,200-up

5835 Larry Lieber - Original Comic Strip Art for Spider-Man daily, Lot of 3 (Marvel, 1993). Est. 300-up

5836 Larry Lieber - Original Comic Strip Art for Spider-Man daily dated 11-18-93 (Marvel, 1993). Est. 200-up

5837 Larry Lieber - Original Comic Strip Art for Spider-Man daily, Lot of 5 (Marvel, 1993-1995). Est. 500-up

5838 Larry Lieber - Original Comic Strip Art for Spider-Man daily dated 1-28-94 (Marvel, 1994). Est. 250-up

5839 Larry Lieber - Original Comic Strip Art for Spider-Man daily dated 1-3-94 (Marvel, 1994). Est. 200-up

5840 Larry Lieber - Original Comic Strip Art for Spider-Man daily, Lot of 2 (Marvel, 1994). Est. 200-up

5841 Larry Lieber - Original Comic Strip Art for Spider-Man daily dated 5-31-95 (Marvel, 1995). Est. 200-up

5842 Larry Lieber - Original Comic Strip Art for Spider-Man daily dated 5-27-95 (Marvel, 1995). Est. 200-up

5843 Larry Lieber - Original Comic Strip Art for Spider-Man daily dated 6-1-95 (Marvel, 1995). Est. 200-up

5844 Milton Caniff - Original Comic Strip Art for Steve Canyon (unknown publication date). Est. 350-up

5845 Joe Shuster - Original Comic Strip Art for Superman daily (McClure Newspaper Syndicate, 1943). Est. 1,000-up

5846 Wayne Boring - Original Comic Strip Art for Superman daily dated 3-9-48 (McClure Newspaper Syndicate, 1948). Est. 500-up

5847 Wayne Boring - Original Comic Strip Art for Superman dated 8-21-64 (1964/1982). Est. 200-up

5848 Wayne Boring - Original Comic Strip Art for Superman (1964-1965). Est. 1,000-up

5849 Curt Swan - Original Comic Strip Art for Superman (circa 1966). Est. 450-up

5850 Burne Hogarth - Original Comic Strip Art for Tarzan dated 7-12-42 (United Features Syndicate, 1942). Est. 3,500-up

5851 Burne Hogarth - Original Comic Strip Art for Tarzan dated 6-24-45 (United Features Syndicate, 1945). Est. 5,000-up

5852 Milton Caniff - Original Comic Strip Art for Terry and the Pirates dated 12-16-39 (Chicago Tribune Syndicate 1939). Est. 500-up

5853 George Wunder - Original Comic Strip Art for Terry And The Pirates daily dated 1-3-50 (News Syndicate, 1950). Est. 200-up

5854 E. C. Segar - Original Comic Strip Art for Thimble Theater dated 9-21-30 (King Features Syndicate, 1930). Est. 8,250-up

5855 Martin Branner - Original Comic Strip Art for Winnie Winkle dated 12-7-48 (Chicago Tribune Syndicate,1948). Est. 100-up

5856 Ross Andru and Jim Mooney - The Amazing Spider-Man #126, page 32 (Marvel, 1973). Est. 1,300-up

5857 Ross Andru and Mike Esposito - Original Art for Amazing Spider-Man #180, page 26 (Marvel, 1978). Est. 1,000-up

5858 John Buscema and Terry Austin - Original Art for Marvel Treasury Edition #28, Page 40 "Superman vs. Spider-Man" (Marvel, 1981). Est. 500-up

5859 Steve Ditko - Original Art for Amazing Spider-Man #10, Complete 22 page story (Marvel, 1964). Est. 160,000-up

5860 Mike Esposito - Original Art for Spider-Man Hostess Cup Cake Ad (Marvel, 1976). Est. 1,500-up

5861 Mike Esposito and Stan Goldberg - Original Art Cover Re-creation for Amazing Spider-Man #64. Est. 600-up

5862 Ron Frenz and Joe Rubenstein - Original Cover Art to Amazing Spider-Man #272 (Marvel, 1986). Est. 3,000-up

5863 Ed Hannigan and Mike Esposito - Original Cover Art for Marvel Team-Up #42 (Marvel, 1976). Est. 1,200-up

5864 Greg and Tim Hildebrandt - Original Art for Spider-Man vs. Goblin Painting (Dynamic Forces Litho, 2001). Est. 5,500-up

5865 Greg and Tim Hildebrandt - Original Poster Painting Spider-Man Window Poster (1994). Est. 7,000-up

5866 Gil Kane and Frank Giacoia - Original Cover Art for Amazing Spider-Man #131 (Marvel, 1974). Est. 4,000-up

5867 Gil Kane and John Romita - Original Cover Art for Marvel Team Up #1 (Marvel, 1972). Est. 15,000-up

5868 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, page 1 (Marvel, 1968). Est. 3,500-up

5869 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, page 2 (Marvel, 1968). Est. 1,200-up

5870 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, page 3 (Marvel, 1968). Est. 1,000-up

5871 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, page 4 (Marvel, 1968). Est. 1,000-up

5872 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, page 5 (Marvel, 1968). Est. 1,200-up

5873 Larry Lieber and Micky Demeo - Original Art for Amazing Spider-Man Annual #5, page 6 (Marvel, 1968). Est. 1,000-up

5874 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, pages 7 and 8 (Marvel, 1968). Est. 2,000-up

5875 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, pages 9-13 (Marvel, 1968). Est. 2,000-up

5876 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, pages 14 and 17 (Marvel, 1968). Est. 1,200-up

5877 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man Annual #5, pages 15 and 16 (Marvel, 1968). Est. 1,200-up

5878 Larry Lieber and Mickey Demeo - Original Art for Amazing Spider-Man #5, page 20 (Marvel, 1968). Est. 1,200-up

5879 Todd McFarlane - Original Art for Amazing Spider-Man #301, page 9 (Marvel, 1988). Est. 1,200-up

5880 Win Mortimer - Original Art for Spidey Super Stories, Splash Page (Marvel, 1978). Est. 400-up

5881 John Romita, Sr. and Jim Mooney - Original Art for Amazing Spider-Man #65, page 19 (Marvel, 1968). Est. 800-up

5882 John Romita Sr. - Original Cover Art to The Amazing Spider-Man #69 (Marvel, 1968). Est. 20,000-up

5883 John Romita and Greg Theakston - Original Art for Amazing Spider-Man #71, page 3 (Marvel, 1969). Est. 400-up

5884 John Romita - Original Cover Art for Amazing Spider-Man #135 (Marvel,1974). Est. 1,200-up

5885 John Romita, Sr. - Original Art Pin-Up Page for Amazing Spider-Man Annual #5 (Marvel, 1968). Est. 1,500-up

5886 John Romita, Sr. - Original Cover Art for Spectacular Spider-Man #2 (Marvel, 1968). Est. 25,000-up

5887 John Romita, Sr. - Original Cover Art to Spidey Super Stories #10 (Marvel, 1975). Est. 2,000-up

5888 John Romita, Sr. - Original Cover Art for Spidey Super Stories #12 (Marvel, 1975). Est. 1,200-up

5889 John Romita - Original Cover Art for Spidey Super Stories #15 (Marvel, 1976). Est. 1,200-up

5890 John Romita, Sr. - Original Cover Art to Spidey Super-Stories #18 (Marvel, 1976). Est. 3,000-up

5891 John Romita, Sr. - Original Color Spider-Man Drawing (undated). Est. 1,000-up

5892 John Romita, Jr. - Original Art Sketch of Spider-Man and the Black Widow (undated). Est. 100-up

5893 Bernie Wrightson - Original Art for Spider-Man: Hooky, Page 26 (Marvel, 1986). Est. 600-up

5894 Bernie Wrightson - Original Art for Spider-Man: Hooky, Page 33 (Marvel, 1986). Est. 600-up

5895 Mike Zeck - Original Art for Amazing Spider-Man Splash (undated). Est. 400-up

5896 Artist Unknown - Original Art for Amazing Spider-Man Specialty Cover - Prelim (Marvel). Est. 100-up

5897 Dan Adkins and Val Mayerik - Original Art for Supernatural Thrillers #2 (complete book). (Marvel, 1973). Est. 1,200-up

5898 Dan Adkins - Original Art for Tales to Astonish #92, page 1 (Marvel, 1967). Est. 1,500-up

5899 Dan Adkins - Original Art for Tales to Astonish #92, page 5 (Marvel, 1967). Est. 500-up

5900 Dick Ayers - Original Cover Art Re-creation of Avengers #1 (1994). Est. 4,000-up

5901 Dick Ayers - Original Cover Art Recreation of Avengers #12 (1995). Est. 1,500-up

5902 Dick Ayers - Original Cover Art Re-creation for Fantastic Four #4 (1994). Est. 2,000-up

5903 Dick Ayers - Original Art for Ghost Rider #3, page 17 (Marvel, 1967). Est. 400-up

5904 Dick Ayers and Vince Colletta - Original Cover Art for Kid Colt Outlaw #136 (Marvel, 1967). Est. 1,500-up

5905 Dick Ayers and John Tartaglione - Original Art for Sergeant Fury Annual #3, page 60 (Marvel 1967). Est. 300-up

5906 Doug Beekman - Original Cover Painting for Savage Sword of Conan #148 (Marvel, 1985). Est. 2,000-up

5907 Doug Beekman - Original Cover Painting for Savage Sword of Conan #225 (Marvel, 1994). Est. 2,000-up

5908 Doug Beekman - Original Cover Painting for Savage Sword of Conan # 233 (Marvel, 1995). Est. 2,500-up

5909 Simon Bisley - Original Art Sketch of Hulk vs. Thing (undated). Est. 800-up

5910 Brando and Batt - Original Cover Art for Magneto Rex #3 (Marvel, 1998). Est. 250-up

5911 Frank Brunner - Original Cover Art to Adventure Into Fear #17 (Marvel, 1973). Est. 3,000-up

5912 John Buscema and George Roussos - Original Art for Avengers #41, page 16 (Marvel, 1967). Est. 800-up

5913 John Buscema and George Roussos - Original Art for Avengers #41, page 15 (Marvel, 1967). Est. 800-up

5914 John Buscema and Vince Colletta - Original Art for Avengers 44, age 12 (Marvel, 1967). Est. 1,000-up

5915 John Buscema and Vince Colletta - Original Art for Avengers #44, page 14 (Marvel, 1967). Est. 350-up

5916 John Buscema and Ernie Chua - Original Art for Conan the Barbarian #33, page 22 (Marvel, 1973). Est. 75-up

5917 John Buscema - Original Cover Art for Conan the Barbarian #119 (Marvel, 1981). Est. 800-up

5918 John Buscema and Ernie Chan - Original Art Splash page for Conan the Barbarian Annual #5, page 44 (Marvel, 1979). Est. 450-up

5919 John Buscema and Rudy Nebres - Original Art for Epic Illustrated #1, page 2 (Marvel, 1980). Est. 200-up

5920 John Buscema and Joe Sinnott - Original Cover Art for Fantastic Four Annual #12 (Marvel, 1977). Est. 6,000-up

5921 John Buscema and John Verpoorten - Original Art for Frankenstein #8, page 1. (Marvel, 1974). Est. 1,500-up

5922 John Buscema - Original Art for The Savage She-Hulk #1, page 29 (Marvel, 1979). Est. 400-up

5923 John Buscema-Original Art for The Savage She-Hulk #1, page 30 (Marvel, 1979) 10" x 15". Est. 400-up

5924 John Buscema - Original Art for Savage Tales #1, Complete 15 page story. (Marvel, 1971). Est. 2,500-up

5925 John Buscema - Original Cover Painting for Savage Sword of Conan #40 (Marvel, 1978). Est. 5,000-up

5926 John Buscema - Original Art for Savage Tales #5, page 54 (Marvel, 1974). Est. 200-up

5927 John Buscema and Frank Giacoia - Original Cover Art for Sub-Mariner #3 (Marvel, 1968). Est. 6,000-up

5928 John Buscema and Bob McLeod - Original Cover Art for Tarzan #16 (Marvel, 1978). Est. 1,200-up

5929 John Buscema - Original Tarzan Pencil Art (Undated). Est. 500-up

5930 John Buscema - Original Art Panel Page for Thor #221, page 31 (Marvel, 1974). Est. 300-up

5931 Sal Buscema and Vince Colletta - Original Cover Art for Captain Marvel #16 (Marvel, 1969). Est. 1,500-up

5932 Sal Buscema - Original Cover Art for Iron Man #34 (Marvel, 1971). Est. 2,500-up

5933 Sal Buscema - Original Cover Art for Sub-Mariner #40 (Marvel, 1971). Est. 3,000-up

5934 Ernie Chan - Preliminary Painting for the Cover of Savage Sword of Conan #34 (Marvel, 1978). Est. 1,700-up

5935 Dave Cockrum - Original Cover Art for Uncanny X-Men #158 (Marvel, 1982). Est. 7,500-up

5936 Gene Colan and Bill Everett - Original Art for Amazing Adventures #5, page 28 (Marvel, 1971). Est. 300-up

5937 Gene Colan and George Tuska - Original Art for Daredevil #39, page 1 (Marvel, 1967). Est. 1,000-up

5938 Gene Colan and George Tuska - Original Art for Daredevil #39, page 3 (Marvel, 1967). Est. 1,000-up

5939 Gene Colan - Original Art Pin-up of The Hulk Est. 400-up

5940 Gene Colan and Tom Palmer - Original Cover Art for Tomb of Dracula #57 (Marvel, 1977). Est. 1,000-up

5941 Gene Colan and Tom Palmer - Original Cover Art for Tomb of Dracula #58 (Marvel, 1977). Est. 2,000-up

5942 Gene Colan - Original Dracula Illustration (Marvel, undated). Est. 500-up

5943 Steve Ditko - Original Art from Strange Tales #104 - Complete Five-page Story (Marvel, 1963). Est. 5,000-up

5944 Steve Ditko and Dick Ayers - Original Art for Tales Of Suspense #48, page 17 (Marvel, 1963). Est. 2,000-up

5945 Mike Esposito - Original Art for Captain Marvel Hostess Twinkies Ad (Marvel, 1979). Est. 800-up

5946 Bill Everett - Original Art for Tales to Astonish #87, page #13 (Marvel, 1967). Est. 3,500-up

5947 Don Heck - Original Art for Tales of Suspense #42 "Trapped by the Red Barbarian" - Complete 13-Page Story (Marvel, 1963). Est. 7,500-up

5948 Don Heck and Dick Ayers - Original Art for Tales of Suspense #58, page 5 (Marvel, 1964). Est. 800-up

5949 Don Heck - Original Art for Tales to Astonish #44, page 9 (Marvel, 1963). Est. 1,500-up

5950 Don Heck - Original Art for Tales To Astonish #48, Complete 13-Page Story (Marvel, 1963). Est. 4,000-up

5951 Greg and Tim Hildebrandt - Original Painting for X-Men Trading Card (undated). Est. 7,000-up

5952 Alex Horley - Original Painting of Wolverine (Marvel, 1998). Est. 2,500-up

5953 Joe Jusko - Original Cover Art for Freddy Krueger's A Nightmare on Elm Street #1 (Marvel, 1989). Est. 2,000-up

5954 Gil Kane and Frank Chiaramonte - Original Art for Inhumans #6, page 1 (Marvel, 1976). Est. 900-up

5955 Gil Kane - Original Art for "The Prisoner" - Complete 18-page story (Marvel, unpublished). Est. 2,000-up

5956 Gil Kane and Danny Bulanadi - Original Art for Savage Sword of Conan #85, page 7 (Marvel, 1983). Est. 650-up

5957 Sam Kieth - Original Art for Marvel Comics Presents #118, pages 4 and 5 (Marvel, 1992). Est. 800-up

5958 Jack Kirby and Dick Ayers - Original Art for Avengers #1, page 20 (Marvel, 1963). Est. 3,000-up

5959 Jack Kirby and Dick Ayers - Original Art for Avengers #1, page 22 (Marvel, 1963). Est. 2,000-up

5960 Jack Kirby and Paul Reinman - Original Art for Avengers #2, page 4 (Marvel, 1963). Est. 2,000-up

5961 Jack Kirby and Paul Reinman - Original Art for Avengers #3, page 5 (Marvel, 1964). Est. 2,000-up

5962 Jack Kirby and Paul Reinman - Original Art for Avengers #3, page 8 (Marvel, 1964). Est. 2,500-up

5963 Jack Kirby and Al Milgrom - Original Cover Art to The Defenders #42 (Marvel, 1976). Est. 1,800-up

5964 Jack Kirby and Dick Ayers - Original Art for Fantastic Four #9, page 19 (Marvel, 1962). Est. 1,500-up

5965 Jack Kirby and Dick Ayers - Original Art for Fantastic Four #10, page 3. (Marvel, 1963). Est. 2,500-up

5966 Jack Kirby and Dick Ayers - Original Art for Fantastic Four #10, page 22. (Marvel, 1963). Est. 2,500-up

5967 Jack Kirby - Original Art for Fantastic Four #14, page 1 (Marvel, 1963). Est. 7,000-up

5968 Jack Kirby and Dick Ayers - Original Art for The Fantastic Four #14, page 2 (Marvel, 1963). Est. 3,000-up

5969 Jack Kirby and Dick Ayers - Original Art for The Fantastic Four #14, page 8 (Marvel, 1963). Est. 3,000-up

5970 Jack Kirby and Dick Ayers - Original Art for Fantastic Four #14, page 22 (Marvel, 1962). Est. 5,000-up

5971 Jack Kirby and Dick Ayers - Original Art for Fantastic Four #17, page 8 (Marvel, 1963). Est. 2,000-up

5972 Jack Kirby and Joe Sinnott - Original Art for Fantastic Four #55, page 9. (Marvel, 1966). Est. 2,500-up

5973 Jack Kirby and Joe Sinnott - Original Art for Fantastic Four #58, page 10 (Marvel, 1967). Est. 2,000-up

5974 Jack Kirby and Joe Sinnott - Original Cover Art for Fantastic Four #167 (stat) (Marvel, 1976). Est. 500-up

5975 Jack Kirby and Dick Ayers - Original Art for Incredible Hulk #4, page 7 (Marvel, 1962). Est. 4,000-up

5976 Jack Kirby and Dick Ayers - Original Art for Incredible Hulk #5, page 6.(Marvel, 1962). Est. 4,000-up

5977 Jack Kirby and Dick Ayers - Original Cover Re-creation of Journey Into Mystery #83 (1993). Est. 5,000-up

5978 Jack Kirby and Chic Stone - Original Art for Journey Into Mystery #112, page 1. (Marvel, 1965). Est. 6,000-up

5979 Jack Kirby and Joe Sinnott - Original Art for The Silver Surfer Graphic Novel, pages 33 and 59 (Marvel, 1978). Est. 1,000-up

5980 Jack Kirby and Joe Sinnott - Original Art for The Silver Surfer Graphic Novel, pages 34 and 58 (Marvel, 1978). Est. 1,000-up

5981 Jack Kirby and Joe Sinnott - Original Art for The Silver Surfer Graphic Novel, pages 60 and 77 (Marvel, 1978). Est. 1,000-up

5982 Jack Kirby and Joe Sinnott - Original Art for The Silver Surfer Graphic Novel, pages 63 and 57 (Marvel, 1978). Est. 1,200-up

5983 Jack Kirby and Joe Sinnott - Original Art for The Silver Surfer Graphic Novel, page 64 (Marvel, 1978). Est. 1,000-up

5984 Jack Kirby and Joe Sinnott - Original Art for The Silver Surfer Graphic Novel, pages 80 and 85 (Marvel, 1978). Est. 1,200-up

5985 Jack Kirby, Don Heck and Mike Esposito - Original Art for Strange Tales #146, page 1 (Marvel, 1966). Est. 2,000-up

5986 Jack Kirby and George Tuska - Original Art for Tales of Suspense #72, page 10 (Marvel, 1965). Est. 900-up

5987 Jack Kirby and Dick Ayers - Original Art for Tales To Astonish #18, page 1. (Marvel, 1961). Est. 3,500-up

5988 Jack Kirby and Vince Coletta - Original Art for Thor #167, page 5 (Marvel, 1967). Est. 2,500-up

5989 Jack Kirby and Mike Royer - Original Art from What If? #11, page 43 (Marvel, 1978). Est. 1,000-up

5990 Jack Kirby, Don Heck, Bob Forgione, Steve Ditko - Original Art for Tales To Astonish #27, Complete Book (Marvel, 1961). Est. 75,000-up

5991 Jack Kirby and Paul Reinman - Original Art for X-Men #2, page 19. (Marvel, 1963). Est. 3,000-up

5992 Larry Leiber, Dick Ayers and Vince Colletta - Original Art for Astonishing Tales #24, pages 2 and 3 (Marvel, 1974). Est. 700-up

5993 Larry Lieber - Original Cover Art for Weird Wonder Tales #17 (Marvel, 1977). Est. 850-up

5994 Val Mayerik and Vince Colletta - Original Art for Creatures on the Loose #25 - Complete Story (Marvel, 1973). Est. 1,500-up

5995 Luke McDonnell and Steve Mitchell - Original Cover Art for Iron Man #179. (Marvel, 1987). Est. 750-up

5996 Win Mortimer - Original Art for Supernatural Thrillers #4 "Dr. Jekyll and Mr. Hyde" - Complete 20-page story (Marvel, 1973). Est. 900-up

5997 Don Newton - Original Art Painting of Prince Namor (1969). Est. 500-up

5998 Earl Norem - Original Painted Cover for The Hulk magazine #16 (Marvel, 1979). Est. 2,000-up

5999 Earl Norem - Original Painted Cover for Monsters Unleashed #8 (Marvel, 1975). Est. 2,200-up

6000 Earl Norem - Original Cover Art for Savage Sword of Conan #28 (Marvel, 1976). Est. 2,500-up

6001 Joe Orlando and Vince Colletta - Original Art for Daredevil #4, Page 1 (Marvel, 1964). Est. 8,000-up

6002 Joe Orlando and Vince Colletta - Original Art for Daredevil #4, page 16 (Marvel, 1964). Est. 1,300-up

6003 George Perez and Al Vey - Original Art for The Avengers #5, pages 2-3. (Marvel, 1998). Est. 800-up

6004 George Perez and Al Vey - Original Cover Art for Avengers #15 (Marvel, 1999). Est. 1,000-up

6005 Mike Ploog - Original Splash Page Art for Kull The Destroyer #11 (Marvel, 1973). Est. 4,000-up

6006 Mike Ploog - Original Art Splash Page for Marvel Spotlight #4 (Marvel, 1972). Est. 2,500-up

6007 Mike Ploog and Frank Chiaramonte - Original Art Splash page for Marvel Spotlight #6 (Marvel, 1972). Est. 1,500-up

6008 Mike Ploog - Title Splash Page for Werewolf By Night #1 (Marvel, 1972). Est. 6,000-up

6009 Mike Ploog and Frank Chiaramonte - Title Splash Page for Werewolf by Night #3 (Marvel, 1973). Est. 2,100-up

6010 Mike Ploog - Title Splash for Werewolf By Night #5 (Marvel, 1973). Est. 2,500-up

6011 Mike Ploog - Original Art for Werewolf by Night #14, Pages 2 and 3 (Marvel, 1974). Est. 3,000-up

6012 Mike Ploog - Original Illustration (Marvel, 1974). Est. 2,000-up

6013 Keith Pollard and Joe Sinnott - Original Art Splash Page for Fantastic Four #206 (Marvel, 1979). Est. 750-up

6014 Bob Powell and Chic Stone - Original Art for Tales To Astonish #67, Complete 12 Page Story, "The Mystery Of The Hidden Man And His Rays Of Doom" (Marvel, 1964). Est. 3,000-up

6015 Howard Purcell and John Tartaglione - Original Art for Silver Surfer #5, "Tales of the Watcher" Complete 13 page story. (Marvel, 1969). Est. 1,200-up

6016 Joe Quesada and Jimmy Palmiotti - Original Art for Daredevil #1, page 10 (Marvel, 1997). Est. 500-up

6017 Paul Reinman - Original Art for Tales Of Suspense #28, Complete 5-page story "The Dummy" (Marvel, 1961). Est. 2,400-up

6018 John Romita, Ron Frenz and Joe Sinnott - Original Cover Art for Superpro #1 (Marvel, 1991). Est. 750-up

6019 John Romita, Ron Frenz and Joe Sinnott - Original Cover Art for Superpro #9 (Marvel, unknown date). Est. 750-up

6020 John Romita Jr. and Klaus Janson - Original Cover Art for Thor #9 (No Publisher, 2000). Est. 1,000-up

6021 Alex Schomburg - Original Art Illustration of Captain America and Bucky (No Publisher, 1985). Est. 3,000-up

6022 Marie Severin - Original Art for Incredible Hulk #104, page #22 (Marvel, 1968). Est. 350-up

6023 Marie Severin - Original Art Color Guide to Incredible Hulk #119 (Marvel, 1969). Est. 100-up

6024 Bill Sienkiewicz - Original Cover Art for Rom #52 (Marvel, 1984). Est. 1,500-up

6025 Bill Sienkiewicz - Original Cover Art for Rom #53 (Marvel, 1984). Est. 1,800

6026 Bill Sienkiewicz - Original Cover Art for Rom #68 (Marvel, 1985). Est. 1,500-up

6027 Jim Starlin and Joe Sinnott - Original Cover Art for Marvel's Greatest Comics #41 (Marvel, 1972). Est. 3,000-up

6028 Chic Stone - Original Illustration for the 100th Anniversary of the American Comic Strip (1995). Est. 400-up

6029 Tom Sutton - Original Art for Werewolf By Night #9 - Complete 19-page Story (Marvel, 1973). Est. 1,800-up

6030 Herb Trimpe - Original Cover Art for The Incredible Hulk #165 (Marvel, 1973). Est. 2,500-up

6031 Sonny Trinidad - Original Art Pages for Marvel Chillers #2 (Marvel, 1975). Est. 150-up

6032 Ron Wilson, Frank Giacoia and Mike Esposito - Original Cover Art for Frankenstein #13 (Marvel, 1974). Est. 2,000-up

6033 Wally Wood - Original Art for Astonishing Tales #1, page 2 (Marvel, 1970). Est. 650-up

6034 Bernie Wrightson - Original Cover Art for Punisher #4 Mini Series (Marvel, 1999). Est. 800-up

6035 Bernie Wrightson - Original Cover Art for Epic Illustrated #30 "Metal Man" (Marvel, 1985). Est. 3,000-up

6036 Neal Adams - Original Cover Rough for House of Mystery #254 (DC, 1977). Est. 750

6037 Neal Adams - Original Cover Art for Justice League of America #66 (DC, 1968). Est. 10,000-up

6038 Murphy Anderson - Original Art for Hawkman #1, page 9 (DC 1969). Est. 1,000-up

6039 Murphy Anderson - Original Art for Hawkman #20, page 7 (DC, 1967). Est. 1,000-up

6040 Murphy Anderson - Cover Recreation for Justice League of America #1 (1996). Est. 7,500-up

6041 Ross Andru and Dick Giordano - Superman vs. Spider-Man, page 45 (DC/Marvel, 1976). Est. 500-up

6042 Ross Andru and Dick Giordano - Superman vs. Spider-Man, page 48 (DC/Marvel, 1976). Est. 500-up

6043 Ross Andru and Dick Giordano - Superman vs. Spider-Man, page 65 (DC/Marvel, 1976). Est. 500-up

6044 Ross Andru and Dick Giordano - Superman vs. Spider-Man, page 71 (DC/Marvel, 1976). Est. 500-up

6045 Ross Andru and Dick Giordano - Superman vs. Spider-Man, page 85 (DC/Marvel, 1976). Est. 500-up

6046 Ross Andru and Dick Giordano - Superman vs. Spider-Man, page 91 (DC/Marvel, 1976). Est. 500-up

6047 C.C. Beck - Original Cover Art preliminary for Whiz Comics #22 (Fawcett, 1941). Est. 2,500-up

6048 C.C. Beck - Original Cover Art Recreation of Captain Marvel Adventures #14 (1974). Est. 2,000-up

6049 C.C. Beck - Original Cover Art Re-creation for Captain Marvel Adventures #80 (1974). Est. 1,500-up

6050 Jack Burnley, Bob Kane, et al - Autographed Batman Print (Undated). Est. 100-up

6051 Nick Cardy - Original Cover Art for The Witching Hour #37 (DC, 1973). Est. 1,500-up

6052 Nick Cardy - Original Cover Art Re-creation for Teen Titans #23 (1997). Est. 1,500-up

6053 Creig Flessel - Original Cover Art Re-creation for Adventure Comics #51 (DC, 1940). Est. 500-up

6054 Jose Luis Garcia-Lopez - Original Cover Art to Wonder Woman #127 (DC, 1997). Est. 500-up

6055 Dick Giordano - Original Cover Art for Detective Comics #447 (DC, 1975). Est. 1,500-up

6056 Jackson Guice - Original Cover Art for Action Comics #685 (DC, 1993). Est. 650-up

6057 E.E. Hibbard - Original Art Sketch of Flash (undated). Est. 250-up

6058 Carmine Infantino and Murphy Anderson - Original Cover Art for Justice League of America #55 (DC, 1966). Est. 20,000-up

6059 Carmine Infantino - Original Cover Art Recreation for Showcase #4 (1990s). Est. 5,000-up

6060 Bob Kane - Batman and Me Ltd. Edition Hardback w/Sketch (Eclipse Books, 1989). Est. 250-up

6061 Gil Kane and Murphy Anderson - Double-Page Spread from Green Lantern #74, page 18-19 (DC, 1970). Est. 1,500-up

6062 Jack Kirby - Original Art for The Forever People #10, - Complete 22-page story "The Scavengers" (DC, 1972). Est. 12,000-up

6063 Jack Kirby and Mike Royer - Original Art for Superman's Pal Jimmy Olsen #147, page 28 (DC, 1972). Est. 500-up

6064 Jack Kirby and Mike Royer - Original Cover Art for Kamandi #8 (DC, 1973). Est. 5,000-up

6065 Jack Kirby and Bruce Berry - Original Art for Kamandi #28, page 19 (DC, 1975). Est. 350-up

6066 Jack Kirby and D. Bruce Berry - Original Splash Page for Kamandi #31 (DC, 1975). Est. 1,000-up

6067 Jack Kirby and D. Bruce Berry - Original Art for Kamandi #31, page 11 (DC, 1975). Est. 1,000-up

6068 Jack Kirby and D. Bruce Berry - Title Splash for Kamandi #36 (DC, 1975). Est. 1,000-up

6069 Jack Kirby - Original Cover Art for Mister Miracle #15 (DC, 1973). Est. 5,000-up

6070 Joe Kubert - Original Art for "The Viking Prince," Brave and the Bold #1 (DC, 1955). Est. 40,000-up

6071 Sheldon Mayer - Original Sugar and Spike Art for Best of DC #41 (DC, 1983). Est. 200-up

6072 Sheldon Moldoff -Original Cover Re-creation Art for All American Comics #16 (1993). Est. 500-up

6073 Sheldon Moldoff - Original Cover Art Re-creation for All-American Comics #21 (DC, 1941/1993). Est. 500-up

6074 Sheldon Moldoff and Martin Nodell - Original Art Color Sketches (1984/1993). Est. 300-up

6075 Don Newton - Original Art Painting of Marvel Bunny (undated). Est. 300-up

6076 Arthur Peddy and Bernard Sachs - Original Cover Art for All Star Comics #54 (DC, 1950). Est. 22,500-up

6077 Harry G. Peter - Original Cover Art for Unpublished Wonder Woman (DC, 1949). Est. 12,500-up

6078 Jerry Robinson - Original Art Sketch of Batman (1989). Est. 100-up

6079 Jerry Robinson - Original Art Sketches of Batman and Robin (1989). Est. 300-up

6080 Jerry Robinson - Original Art Sketch of the Joker (1989). Est. 100-up

6081 Alex Ross - Original Art from Batman War on Crime pages 4/5. (DC 1999). Est. 2,400-up

6082 Alex Ross - Original Art for U.S. #2, page 38 (DC, 1996). Est. 1,200-up

6083 Norman Saunders - Original Art for Batman Trading Cards (Topps, 1966). Est. 1,500-up

6084 Norman Saunders - Original Art for Batman Trading Cards (Topps, 1966). Est. 1,500-up

6085 Joe Shuster - Original Superman Drawing for Action Comics #544 (DC, 1983). Est. 20,000-up

6086 Dick Sprang and Charles Paris - Original Art for Batman #56 Complete 14-page story "Ride, Bat-Hombre, Ride!" (DC, 1949). Est. 30,000-up

6087 Dick Sprang and Charles Paris - Original Art for Batman #56 Complete 13-Page Story "The Riddle of the Seven Birds" (DC, 1949). Est. 32,000-up

6088 Jim Mooney and Ray Burnley - Original Art for Batman #56 Complete 10-page story "A Greater Detective Than Batman!" (DC, 1949). Est. 27,000-up

6089 Dick Sprang - Batman and Robin Christmas Illustration (1993). Est. 2,000-up

6090 Dick Sprang - Original Cover Art for Batman: The Sunday Classics 1943-1946 (DC, 1991). Est. 8,000-up

6091 Dick Sprang - Original Art Splash Page Re-creation (1998). Est. 2,500-up

6092 Dick Sprang - Original Art Cover Recreation for Batman #25 (1995). Est. 5,000-up

6093 Dick Sprang - Recreation of the Cover Art for Batman #55 (1990). Est. 7,500-up

6094 Dick Sprang - Original Art Cover Re-creation for Detective Comics #156 (DC, 1990). Est. 6,000-up

6095 Curt Swan and George Klein - Original Art for Action #322, page 7 (DC, 1965). Est. 500-up

6096 Curt Swan and Neal Adams - Original Cover Art for Action Comics #371 (DC, 1969). Est. 1,500-up

6097 Curt Swan and Gene D'Angelo - Action Comics #507, page 9 (DC, 1980). Est. 300-up

6098 Bruce Timm - Batman Sketch (undated). Est. 500-up

6099 John Totleben - Original Cover Art for Swamp Thing #98 (DC, 1990). Est. 3,500-up

6100 John Totleben - Original Painted Cover for Swamp Thing (Third Series) #18 (DC, 2001). Est. 2,500-up

6101 Bernie Wrightson - Original Art Illustration of Swamp Thing (DC, 1975). Est. 500-up

6102 Bernie Wrightson - Original Art for Swamp Thing #1, page 12 (DC, 1972). Est. 1,500-up

6103 Artist Unknown - 3 Unfinished Page from Batman #13 (DC, 1942). Est. 400-up

6104 Artist Unknown - 2 Unfinished Pages from Batman #13 (DC, 1942). Est. 400-up

6105 Murphy Anderson - Recreation of the Cover Art for National Comics #7 (1996). Est. 5,000-up

6106 Rafael Astarita - Original Art for Planet Stories #25, page 31 (Fiction House, 1943). Est. 250-up

6107 Matt Baker - Original Panel Page (Iger Shop, circa 1940s). Est. 250-up

6108 Carl Barks - "Golden Fleece" Serigraph (Disney Art Editions). Est. 1,500-up

6109 Carl Barks - Original Art Sketch of Nephew Duck (1972). Est. 200-up

6110 Vaughn Bode - Original Art for Bode's Cartoon Carnival #24 (No Publisher, 1975). Est. 1,200-up

6111 Vaughn Bode - Original Art for Junkwaffel #3 "Moons of Venus" (Last Gasp, 1972). Est. 800-up

6112 Gene Colan - Original Art for Eerie #7, Complete 8-Page story, "Witches Tide" (Warren, 1967). Est. 2,000-up

6113 Robert Crumb - Original Art Panel Page to Hup Comics #2 (Robert Crumb, 1987). Est. 2,000-up

6114 Robert Crumb - Original Art Complete Story (1989). Est. 40,000-up

6115 Robert Crumb - Original Art Complete Story (1970's). Est. 40,000-up

6116 Jay Disbrow - Original Art "Mr.Computer and Friend" (1986). Est. 400-up

6117 Steve Ditko - Original Cover Art for Mr. A (1991). Est. 650-up

6118 Joe Doolin - Original Art for Planet Comics #25, page 4 (Fiction House, 1946). Est. 300-up

6119 Stan Drake - Original Art from Kelly Green #1, pg.24 (Dargaud International, 1982). Est. 400-up

6120 Al Duca - Original Art for Master Comics #10 (Fawcett, 1941). Est. 250-up

6121 Will Eisner - Original Cover Art Preliminary for issue of The Spirit (unknown date). Est. 300-up

6122 Will Eisner - Original Art Orlando Con Pencil Sketch of The Spirit (1978). Est. 300-up

6123 Jill Elgin - Original Art for Speed Comics #40, Complete 8-Page story, "Girl Commandos" (Harvey, 1945). Est. 800-up

6124 Lee Elias - Original Art Black Cat Splash Page (Harvey, 1949). Est. 1,000-up

6125 Gill Fox - Original Cover Art to Torchy #3 (Quality, 1950). Est. 12,000-up

6126 Frank Frazetta - Original Art for The Durango Kid #15 - Complete 6-page Dan Brand and Tipi story (Magazine Enterprises, 1952). Est. 10,000-up

6127 Frank Frazetta - Original Cover Art for Ghost Rider #3 (ME, 1950). Est. 25,000-up

6128 Stan Gold - Original Cover Art for That Wilkin Boy #50 (Archie, 1980s). Est. 250-up

6129 Russ Heath - Original Art Story for Creepy #100 "Hellhound", Complete 10-Page Story (Warren, 1978). Est. 3,500-up

6130 Adam Hughes - Original Cover Art for Vampirella #3 (Harris, 1993). Est. 2,000-up

6131 Chuck Jones - Bugs Bunny Sketch (undated). Est. 200-up

6132 Jeff Jones - Tarzan at the Earth's Core, Cover and Complete 8-Page Story (undated) Est. 1,600-up

6133 Jack Kirby - Original Color Illustration of Space Guardian (1968). Est. 1,200-up

6134 Harvey Kurtzman - Original Layouts and Color Comps for Little Annie Fanny (Playboy Ent., 1964). Est. 3,500-up

6135 J. C. Leyendecker - "Weapons for Liberty" poster (American Lithographic Co., 1918). Est. 500-up

6136 Larry Lieber - Original Cover Art for Tales of Evil #1 (Atlas, 1975). Est. 1,100-up

6137 Joseph Michael Linsner - Original Color Illustration for "The Portable Dawn" (Sirius Ent., 2000). Est. 2,000-up

6138 Gonazalo Mayo - Original Art Panel Page from Dragonstar (undated). Est. 200-up

6139 Otto Messmer - Original Art from Felix the Cat #6, Page 12 (Dell Publishing, 1951) 12 3/4" x 18 1/2" image. Est. 250-up

6140 Otto Messmer - Original Art for Felix The Cat #53 Complete 8-Page story (Toby Press). Est. 500-up

6141 Gray Morrow - Original Art for Buck Rogers #8, page 30 (TSR, 1990). Est. 400-up

6142 Gray Morrow - Original Cover Art for Worlds of Tomorrow, March, 1966 (Galaxy Publishing Corp., 1966). Est. 600-up

6143 Don Newton - Original Art of Golden Age Daredevil (No Publisher, undated). Est. 400-up

6144 Howard Nostrand - Original Art Panel Page. Est. 200-up

6145 Howard Nostrand - Original Art Panel Page (undated). Est. 200-up

6146 Howard Nostrand - Original Art Panel Page. Est. 200-up

6147 Joe Orlando - Original Art for Creepy #8, Complete 8-Page story, "Adam Link's Mate!" (Warren, 1966). Est. 1,500-up

6148 Mike Ploog - Original Art for Fantasy Trading Cards Box (FPG, 1994). Est. 3,000-up

6149 Bob Powell - Original Art for Man in Black #3, Complete 5-Page story, "Smuggler Starring The Weaver" (Harvey, 1957). Est. 800-up

6150 Joe Quesada and Jimmy Palmiotti - Original Art Cover for Ash #4 Ashcan (Wizard, 1995). Est. 1,000-up

6151 Art Saaf - Original Art for Fight Comics #17, page 64 (Fiction House, 1942). Est. 400-up

6152 Mike Sekowsky - Original Art for Planet #71, Complete 4-Page Story (Fiction House, 1953). Est. 750-up

6153 Joe Simon and Jack Kirby - Original Cover Art for Black Magic (Prize, circa 1952). Est. 12,000-up

6154 Joe Simon and Jack Kirby - Original Art "Stuntman" Page from Green Hornet Comics #39 (Helnit Pub. Co., 1948). Est. 500-up

6155 Dan Spiegle - Seven Original Pages from Korak (Gold Key). Est. 300-up

6156 Arthur Suydam - Original Art for Death Dealer #4 (Verotik, 1997) . Est. 650-up

6157 Frank Thorne - Original Cover Art for The Cougar #1 (Atlas-Seaboard, 1975). Est. 1,200-up

6158 Alex Toth - Original Art for Adventures Into Darkness #5, page 1 (Better-Standard Publications, 1952). Est. 1,500-up

6159 Mike Vosburg - Original Art Star Wars Card (undated) Est. 50-up

6160 Bill Ward - Original Art for Cracked Magazine Complete 6-Page story. (Globe Communications, early 1980's). Est. 1,000-up

6161 Bill Ward - Gag Cartoon for Joker (circa 1970). Est. 500-up

6162 Gay Welker - Original Art Cover to Classics Illustrated Special Issue #156A (Gilberton, 1960). Est. 2,000-up

6163 Bill Wenzel - Original Cartoon Art (Humorama, Inc., undated). Est. 100-up

6164 Bill Wenzel - Original Cartoon Art (Humorama, Inc., undated). Est. 100-up

6165 Bill Wenzel - Original Cartoon Art (Skyline Publications, undated). Est. 150-up

6166 Al Williamson - Original Art Sketch (undated). Est. 200-up

6167 Barry Windsor-Smith - Pen and Ink Illustration Est. 250-up

6168 Ogden Whitney - Original Art for Herbie House Ad (ACG, 1964). Est. 500-up

6169 Bernie Wrightson -Limpstrel Panel Page (1970). Est. 1,500-up

6170 Bernie Wrightson - Original Cover Art to Dark Horse Presents #102 (Dark Horse, 1995). Est. 1,500-up

6171 Unknown Artist - Original Cover Art for All New Comics #2 (Harvey Publications). Est. 1,200-up

6172 Unknown Artist - Original Art for Strange Mysteries #17, Complete 8-Page Story, "Red Lightning" (Farrell, 1954). Est. 500-up

6173 Unknown Artist - Original Cover Art for Durango Kid #14 (ME, 1951). Est. 500-up

6174 Unknown Iger Studio Artist - Original Art for Sheena #6, page 23. (Fiction House, 1950). Est. 400-up

6175 Unknown Artist - Original Cover Art for Big Little Book, "Gene Autry and the Mystery of Paint Rock Canyon" (Whitman Publishing, circa 1940). Est. 3,500-up

6176 Unknown Artist - Original Cover Art for Big Little Book #1467, "Tarzan: In the Land of the Giant Apes" (Whitman, circa 1940). Est. 4,000-up

6177 Unknown Artist - Original Painting for Magazine Cover (undated). Est. 1,500-up

6178 Unknown Artist - Paperback Cover Art (circa 1968). Est. 500-up

6179 Joann - Original Art Painting for Creepshow Movie One-Sheet. Est. 5,000-up

6180 Dave Berg - Original Panel Art for Mad #142, page 2 (EC, 1971). Est. 200-up

6181 Johnny Craig - Original Cover Art for Crime Patrol #10 (EC, 1949). Est. 4,000-up

6182 Johnny Craig - Original Cover Art for the Crypt of Terror #17 (EC, 1950). Est. 15,000-up

6183 Johnny Craig - Crypt of Terror #17 Cover Recreation (1990s). Est. 3,000-up

6184 Jack Davis - Original Art for Crime Suspenstories #5, Complete 7-Page Story, "Mr. Biddy...Killer." (EC, 1951). Est. 9,000-up

6185 Jack Davis - Original Art for Tales from the Crypt #24, page 2 (EC, 1951). Est. 1,250-up

6186 Jack Davis - Original Illustration "Camp Crypt" (undated) Est. 2,500-up

6187 Al Feldstein - Original Art for The Crypt Of Terror #17, Complete 8-page story, "Death Must Come." (EC, 1950). Est. 9,000-up

6188 Al Feldstein - Original Cover Art to Modern Love #6 (EC 1946). Est. 5,000-up

6189 Al Feldstein - Original Art Weird Science #7 "Monster from the Fourth Dimension," page 6 (EC, 1951). Est. 800-up

6190 Al Feldstein - Weird Fantasy #8 - Revisited (1993). Est. 6,000-up

6191 Frank Frazetta - Original Art for the Back Cover of Mad Magazine (EC, circa 1970). Est. 25,000-up

6192 Graham Ingels - Original Art for Tales From the Crypt #26, page 2 (EC, 1951). Est. 500-up

6193 Graham Ingels - Original Art for Terror Illustrated #1, "The Basket" Complete 12-Page Story. Est. 1,500-up

6194 Graham Ingels - Original Cover Art for Saddle Justice #8 (EC, 1949). Est. 1,500-up

6195 Graham Ingels and Marie Severin - Hand Colored Print Est. 400-up

6196 Bernard Krigstein - Original Art for Incredible Science-Fiction #30, Page 3 (EC, 1955). Est. 700-up

6197 Harvey Kurtzman - Original Art for Weird Fantasy #14, Complete 7-Page Story, "Trip Into The Unknown" (EC, 1950). Est. 9,000-up

6198 Don Martin - Original Art Color Prelim for Mad Poster (EC, 1974). Est. 500-up

6199 Antonio Prohias - MAD Spy vs. Spy Original Splash (unpublished) (EC/Signet, 1965). Est. 200-up

6200 Antonio Prohias - MAD Spy vs. Spy Original Splash (unpublished) (EC/Signet, 1965). Est. 200-up

6201 Antonio Prohias - MAD Spy vs. Spy Original Splash, page 7 (EC/Signet, 1965). Est. 500-up

6202 Antonio Prohias - MAD Spy vs. Spy Original Splash, page 77 (EC/Signet 1965). Est. 500-up

6203 Antonio Prohias - MAD Spy vs. Spy Original Splash, page 130 (EC/Signet, 1965). Est. 500-up

6204 Antonio Prohias - MAD Spy vs. Spy Original Splash, page 155 (EC/Signet 1965). Est. 500-up

6205 Antonio Prohias - MAD Spy vs. Spy Complete Story (EC/Signet, 1965). Est. 500-up

6206 Antonio Prohias - MAD Spy Vs Spy Complete 14-page story (EC/Signet, 1965). Est. 500-up

6207 Al Williamson and Frank Frazetta - Original Art from Crime Suspenstories #17 (EC, 1953). Est. 3,000-up

6208 Al Williamson - Original Art Cover to Valor Comics #2 (EC1955). Est. 8,000-up

6209 Al Williamson - Original Art for Weird Fantasy #15, Complete 7-Page Story, "By George" (EC, 1952). Est. 10,000-up

6210 Original Animation Art for Captain America (Grantray-Lawrence, 1966). Est. 300-up

6211 Original Animation Art for Captain America (Marvel, 1980s). Est. 300

6212 Original Animation Art for Captain America (undated). Est. 200-up

6213 Original Animation Art for the Hulk Cartoon (undated). Est. 150-up

6214 Original Animation Art from The Incredible Hulk Cartoon (Marvel Entertainment, 1982). Est. 200-up

6215 Original Animation Art from The Incredible Hulk Cartoon - She-Hulk (New World Entertainment, 1996). Est. 200-up

6216 Original Animation Art of Prince Namor, the Sub-Mariner (Grantray-Lawrence, 1966). Est. 300-up

6217 Original Animation Cels of Spider-Man, Iceman and Firestar (undated). Est. 250-up

6218 Set of Two Animation Drawings featuring Spider-Man and the Hulk (undated). Est. 200-up

6219 Original Animation Art of Spider-Man and the X-Men. (Marvel Productions, 1983). Est. 400-up

6220 Original Animation Art for Spider-Man with Original Production Background (undated). Est. 500-up

6221 Original Production Animation Backgrounds from Marvel Features (undated). Est. 400-up

6222 Jack Kirby - Original Character Designs for "Z-Z-1-2-3" (1978?). Est. 300-up

6223 Original Art Character Style Guides for the animated movie The Brave Little Toaster. Est. 1,000-up

6224 Carl Barks - "Flying Dutchman" (circa 1972). Est. 80,000-up

6225 Olivia De Berardinis - Original Art Painting (1989). Est. 2,500-up

6226 John Berkey - Original Art Painting "The Final Frontier" (undated). Est. 3,000-up

6227 Frank Brunner - Original Painting "Dragon's Pass" (undated). Est. 750-up

6228 Joe Chiodo - Original Cover Art for Dino Babes, Volume I (SQP, Inc, 1997). Est. 3,000-up

6229 Virgil Finlay - Original Art Preliminary Painting for Weird Tales (1939). Est. 500-up

6230 Frank Frazetta - Original Illustration "Trail Colt" (circa 1948). Est. 1,500-up

6231 Frank Frazetta - Original Art Sketch (Unpublished EC story). Est. 1,900-up

6232 Frank Frazetta - Original Illustration of Conan (1988). Est. 8,000-up

6233 Frank Frazetta - Original Watercolor Rough for "A Requiem for Sharks" (Doubleday, circa 1973). Est. 2,000-up

6234 Frank Frazetta - Original Oil Painting "Carson of Venus" (Ace Books, 1973). Est. 75,000-up

6235 Frank Frazetta - Original Oil Painting "Winter of the Coup" (1973). Est. 35,000-up

6236 Blas Gallego - Original Illustration (undated). Est. 300-up

6237 Blas Gallego - Original Illustration (undated). Est. 1,000-up

6238 Laurence Herndon - Original Cover Art for Western Story Magazine (Street and Smith, 1937). Est. 6,000-up

6239 Greg and Tim Hildebrandt - Original Cover Painting for Alfred Harvey's Black Cat (Lorne-Harvey, 1995). Est. 3,500-up

6240 Greg and Tim Hildebrandt - Original Painting "The Spirit - Monolith" (1996). Est. 5,000-up

6241 Alex Horley - Original Art for Heavy Metal Magazine "Fallen Angel" (2000). Est. 2,500

6242 Jeff Jones - Original Oil Painting "The After" (undated). Est. 2,000-up

6243 Jeff Jones - Original Oil Painting "After the Fire" (undated) Est. 3,500-up

6244 Jeff Jones - Original Oil Painting "Cave Girl" (1998). Est. 5,500-up

6245 Jeff Jones - Original Oil Painting "Girl With Tiger" (undated). Est. 1,000-up

6246 Jeff Jones - Original Oil Painting "Pelucidar - Girl in Peril" (undated). Est. 2,000-up

6247 Jeff Jones - Original Oil Painting, "Swabbing the Deck/The Pirate" (undated). Est. 2,500-up

6248 Jeff Jones - Original Oil Painting "Viking Charge" (undated). Est. 4,000-up

6249 Joe Jusko - Original Cover Painting for Wizard Magazine (Wizard, 2002). Est. 2,000-up

6250 Joe Jusko - Original Cover Art for Inquest Magazine (Wizard, 2000). Est. 2,300-up

6251 Joe Jusko - Original Painting "Ladykiller" (1997). Est. 2,000-up

6252 Ken Kelly - Original Oil Painting "Beyond the Gate of Worlds" (1990). Est. 500-up

6253 Ken Kelly - Original Painting "Dungeon of Death" (1993). Est. 1,000-up

6254 Ken Kelly - Original Oil Painting "The Ice Mammoth Cometh" (1991). Est. 8,500-up

6255 Ken Kelly - Original Painting "Werewolf" (1993). Est. 3,000-up

6256 Julian Krupa - Original Cover Painting for Amazing Stories (1941). Est. 2,000-up

6257 Esteban Maroto - Cover Painting for Xotica: The Art of Esteban Maroto (SQP Inc, 1995). Est. 3,500-up

6258 Rowena Morrill - Original Painting - "Falls" (undated). Est. 4,000-up

6259 Manuel Sanjulian - Original Illustration (No Publisher, undated). Est. 500-up

6260 Manuel Sanjulian - Original Pencil Illustration (undated). Est. 500-up

6261 Alex Schomburg - Original Cover Art - "Electronic Gun Director" (circa 1943). Est. 3,500-up

6262 Alex Schomburg - Original Cover Art - "Mine Destroyer" (circa 1943). Est. 3,500-up

6263 Alex Schomburg - Original Cover Art - "Radio Glider Bomb" (circa 1943). Est. 8,000-up

6264 T.N. Thompson - Original Calendar Pin-Up Art "Live Wire" (1953). Est. 500-up

6265 Boris Vallejo - Original Art Pen and Ink Preliminary Drawing (1984). Est. 800-up

6266 Unidentified Artist - Hellraiser Trading Card Art (Marvel,1995). Est. 1,000-up

SESSION THREE
FRIDAY, JULY 5, 2002 • 8:00 PM
LOTS 6267-6870

STAN LEE FILE COPIES

6267 Amazing Fantasy #15 Stan Lee File Copy (Marvel, 1962) CGC VG 4.0 Off-white to white pages. Signature Series. Est. 2,400-up

6268 The Amazing Spider-Man #1 Stan Lee File Copy (Marvel, 1963) CGC VG/FN 5.0 Off-white to white pages. Signature Series. Est. 2,000-up

6269 The Amazing Spider-Man #2 Stan Lee File Copy (Marvel, 1963) CGC VG 4.0 Off-white pages. Signature Series. Est. 500-up

6270 The Amazing Spider-Man #3 Stan Lee File Copy (Marvel, 1963) CGC VG 4.0 Cream to off-white pages. Signature Series. Est. 275-up

6271 The Amazing Spider-Man #121 Stan Lee File Copy (Marvel, 1973) CGC VF-7.5 Cream to off-white pages. Est. 100-up

6272 The Avengers #1 Stan Lee File Copy (Marvel, 1963) CGC G/VG 3.0 Off-white pages. Signature Series. Est. 300-up

6273 The Avengers #4 Stan Lee File Copy (Marvel, 1964) CGC VG/FN 5.0 Cream to off-white pages. Est. 375-up

6274 Daredevil #1 Stan Lee File Copy. (Marvel, 1964) CGC FN 6.0 Off-white to white pages. Signature Series. Est. 500-up

6275 Doctor Strange #169 Stan Lee File Copy (Marvel, 1968) CGC VF 8.0 Off-white to white pages. Est. 110-up

6276 Fantastic Four #1 Stan Lee File Copy (Marvel, 1961) CGC VG- 3.5 Off-white pages. Signature series. Est. 1,400-up

6277 The Incredible Hulk #1 Stan Lee File Copy (Marvel, 1962) CGC G/VG 3.0 Off-white to white pages. Signature Series. Est. 900-up

6278 Iron Man #1 Stan Lee File Copy (Marvel, 1968) CGC VG+ 4.5 Off-white to white pages. Est. 100-up

6279 Journey into Mystery #83 Stan Lee File Copy (Marvel, 1962) VG- 3.5 Off-white to white pages. Signature Series. Est. 600-up

6280 Marvel Super-Heroes #12 Stan Lee File Copy (Marvel, 1967) CGC FN/VF 7.0 Off-white pages. Signature Series. Est. 50-up

6281 Nick Fury, Agent of SHIELD #1 Stan Lee File Copy (Marvel, 1968) CGC G/VG 3.0 cream to off-white pages. Est. 20-up

6282 The Silver Surfer #1 Stan Lee File Copy (Marvel, 1968) CGC VG 4.0 Cream to off-white page. Signature Series. Est. 85-up

6283 Strange Tales #101 Stan Lee File Copy (Atlas, 1962) CGC FR/GD 1.5 Cream to off-white pages. Est. 70-up

6284 Strange Tales #110 Stan Lee File Copy (Marvel, 1963) CGC G/VG 3.0 Cream to off-white pages. Est. 150-up

6285 Strange Tales #135 Stan Lee File Copy (Marvel, 1965) CGC FN 6.0 White pages. Signature Series. Est. 35-up

6286 Strange Tales #135 Stan Lee File Copy (Marvel, 1965) CGC FR 1.0 Off-white pages. Signature Series. Est. 10-up

6287 Tales of Suspense #39 Stan Lee File Copy (Marvel, 1963) CGC VG/FN 5.0 Off-white pages. Signature Series. Est. 750-up

6288 X-Men #1 Stan Lee File Copy (Marvel, 1963) CGC FN+ 6.5 Off-white pages. Signature Series. Est. 1,900-up

MARVEL SILVER AGE

6289 Amazing Adventures #1 (Marvel, 1961) CGC FN- 5.5 Cream to off-white pages. Est. 300-up

6290 Amazing Fantasy #15 (Marvel, 1962) CGC VF/NM 9.0 Off-white pages. Est. 35,000-up

6291 Amazing Fantasy #15 (Marvel, 1962) CGC VF- 7.5 Off-white pages. Est. 9,000-up

6292 Amazing Fantasy #15 (Marvel, 1962) CGC FN- 5.5 Off-white to white pages. Est. 2,500-up

6293 Amazing Fantasy #15 (Marvel, 1962) CGC VG- 3.5 Cream to off-white pages. Est. 2,200-up

6294 Amazing Fantasy #15 (Marvel, 1962) CGC Apparent VF/NM 9.0 Moderate (P) Cream to off-white pages. Est. 3,500-up

6295 The Amazing Spider-Man Annual #1 Circle 8 pedigree (Marvel, 1964) CGC VF/NM 9.0 Off-white to white pages. Est. 800-up

6296 The Amazing Spider-Man Annual #2 (Marvel, 1965) CGC VF+ 8.5 Off-white to white pages. Est. 800-up

6297 The Amazing Spider-Man #1 (Marvel, 1963) CGC NM- 9.2 Off-white pages. Est. 34,000-up

6298 The Amazing Spider-Man #1 (Marvel, 1963) CGC VF- 7.5 Cream to off-white pages. Est. 7,000-up

6299 The Amazing Spider-Man #1 (Marvel, 1963) CGC FN+ 6.5 Cream to off-white pages. Est. 3,500-up

6300 The Amazing Spider-Man #1 (Marvel, 1963) CGC FN- 5.5 Off-white pages. Est. 2,000-up

6301 The Amazing Spider-Man #1 (Marvel, 1963) CGC GD+ 2.5 Off-white pages. Est. 800-up

6302 The Amazing Spider-Man #1 (Marvel, 1963) CGC GD+ 2.5 Cream to off-white pages. Est. 800-up

6303 The Amazing Spider-Man #6 (Marvel, 1963) CGC VF 8.0 Off-white pages. Est. 800-up

6304 The Amazing Spider-Man #10 (Marvel, 1964) CGC VF 8.0 Cream to off-white pages. Est. 700-up

6305 The Amazing Spider-Man #16 (Marvel, 1964) CGC NM 9.4 Off-white to white pages. Est. 2,000-up

6306 The Amazing Spider-Man #18 Edenwald pedigree (Marvel, 1964) CGC NM 9.4 Off-white pages. Est. 2,800-up

6307 The Amazing Spider-Man #19 (Marvel, 1964) CGC NM- 9.2 Cream to off-white pages. Est. 750-up

6308 The Amazing Spider-Man #20 (Marvel, 1965) CGC NM- 9.2 Off-white to white pages. Est. 1,000-up

6309 The Amazing Spider-Man #20 (Marvel, 1965) CGC NM- 9.2 Off-white pages. Est. 1,000-up

6310 The Amazing Spider-Man #23 (Marvel, 1965) CGC NM- 9.2 Off-white pages. Est. 900-up

6311 The Amazing Spider-Man #23 (Marvel, 1965) CGC VF/NM 9.0 Off-white pages. Est. 400-up

6312 The Amazing Spider-Man #42 Edenwald pedigree (Marvel, 1966) CGC NM 9.4 Off-white to white pages. Est. 1,050-up

6313 The Amazing Spider-Man #56 Edenwald pedigree (Marvel, 1968) CGC NM+ 9.6 White pages. Est. 1,000-up

6314 The Amazing Spider-Man #56 (Marvel, 1968) CGC NM 9.4 Off-white to white pages. Est. 450-up

6315 The Amazing Spider-Man #57 (Marvel, 1968) CGC NM 9.4 Off-white pages. Est. 450-up

6316 The Amazing Spider-Man #58 (Marvel, 1968) CGC NM 9.4 Off-white pages. Est. 450-up

6317 The Amazing Spider-Man #64 Edenwald pedigree (Marvel, 1968) CGC NM+ 9.6 Off-white pages. Est. 750-up

6318 The Amazing Spider-Man #69 Edenwald pedigree (Marvel, 1969) CGC NM 9.4 Off-white to white pages. Est. 400-up

6319 The Avengers #1 (Marvel, 1963) CGC VF 8.0 Cream to off-white pages. Est. 1,700-up

6320 The Avengers #2 (Marvel, 1963) CGC NM- 9.2 Off-white pages. Est. 800-up

6321 The Avengers #3 (Marvel, 1964) CGC NM 9.4 Off-white to white pages. Est. 2,500-up

6322 The Avengers #4 (Marvel, 1964) CGC NM- 9.2 Cream to off-white pages. Est. 2,500-up

6323 The Avengers #4 (Marvel, 1964) CGC VF- 7.5 Cream to off-white pages. Est. 750-up

6324 The Avengers #4 (Marvel, 1964) CGC FN- 5.5 Light tan to off-white pages. Est. 400-up

6325 The Avengers #5 (Marvel, 1964) CGC VF 8.0 Cream to off-white pages. Est. 200-up

6326 The Avengers #7 (Marvel, 1964) CGC NM 9.4 Off-white to white pages. Est. 600-up

6327 The Avengers #12 (Marvel, 1965) CGC NM+ 9.6 White pages. Est. 500-up

6328 The Avengers #16 Pacific Coast pedigree (Marvel, 1965) CGC NM- 9.2 White pages. Est. 400-up

6329 The Avengers #17 Pacific Coast pedigree (Marvel, 1965) CGC NM+ 9.6 Off-white pages. Est. 750-up

6330 The Avengers #19 Pacific Coast pedigree (Marvel, 1965) CGC NM 9.4 White pages. Est. 600-up

6331 The Avengers #20 Pacific Coast pedigree (Marvel, 1965) CGC NM+ 9.6 Off-white pages. Est. 600-up

6332 Captain America #100 (Marvel, 1968) CGC NM- 9.2 Off-white pages. Est. 500-up

6333 Captain America #109 Boston pedigree (Marvel, 1969) CGC NM+ 9.6 Off-white to white pages. Est. 375-up

6334 Captain Marvel #2 (Marvel, 1968) CGC NM+ 9.6 White pages. Est. 175-up

6335 Daredevil #1 (Marvel, 1964) CGC VF 8.0 Cream to off-white pages. Est. 1,300-up

6336 Daredevil #3 (Marvel, 1964) CGC NM 9.4 White pages. Est. 400-up

6337 Fantastic Four #1 (Marvel, 1961) CGC VF 8.0 Cream to off-white pages. Est. 9,000-up

6338 Fantastic Four #1 (Marvel, 1961) CGC VG/FN 5.0 Off-white pages. Est. 2,000-up

6339 Fantastic Four #1 (Marvel, 1961) Apparent FN/VF 7.0 Slight (A) Cream to off-white pages. Est. 1,200-up

6340 Fantastic Four #3 (Marvel, 1962) CGC FN/VF 7.0 Cream to off-white pages. Est. 700-up

6341 Fantastic Four #4 (Marvel, 1962) CGC VF/NM 9.0 Off-white to white pages. Est. 5,000-up

6342 Fantastic Four #7 (Marvel, 1962) CGC VF/NM 9.0 Off-white pages. Est. 1,000-up

6343 Fantastic Four #8 (Marvel, 1962) CGC VF+ 8.5 Cream to off-white pages. Est. 800-up

6344 Fantastic Four #8 (Marvel, 1962) CGC VG 4.0 Off-white to white pages. Est. 125-up

6345 Fantastic Four #10 (Marvel, 1963) CGC FN/VF 7.0 Off-white pages. Est. 250-up

6346 Fantastic Four #12 (Marvel, 1963) CGC VF 8.0 Cream to off-white pages. Est. 900-up

6347 Fantastic Four #12 (Marvel, 1963) CGC FN+ 6.5 Cream to off-white pages. Est. 400-up

6348 Fantastic Four #17 (Marvel, 1963) CGC VF 8.0 Off-white pages. Est. 200-up

6349 Fantastic Four #26 Edenwald pedigree (Marvel, 1964) CGC NM- 9.2 Off-white pages. Est. 1,250-up

6350 Fantastic Four #48 (Marvel, 1966) CGC NM- 9.2 White pages. Est. 1,300-up

6351 Fantastic Four #49 (Marvel, 1966) CGC NM+ 9.6 Off-white pages. Est. 2,500-up

6352 Fantastic Four #50 (Marvel, 1966) CGC VF 8.0 Cream to off-white pages. Est. 175-up

6353 Fantastic Four Group Lot, Pacific Coast pedigree (Marvel, 1966). Est. 1,400-up

6354 Fantastic Four Annual #1 (Marvel, 1963) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,000-up

6355 Group Lot Marvel record reprints (Marvel, 1966). Est. 300-up

6356 Group Lot of Amazing Spider-Man (Marvel). Est. 450-up

6357 Group Lot of Captain America (Marvel). Est. 300-up

6358 Group Lot Silver Surfer (Marvel). Est. 500-up

6359 The Incredible Hulk #1 (Marvel, 1962) CGC FN 6.0 Cream to off-white pages. Est. 1,600-up

6360 The Incredible Hulk #1 (Marvel, 1962) CGC Apparent VF- 7.5 Slight (A) Off-white to white pages. Est. 1,500-up

6361 The Incredible Hulk #2 (Marvel, 1962) CGC VF+ 8.5 White pages. Est. 2,000-up

6362 The Incredible Hulk #4 (Marvel, 1962) CGC VF 8.0 Off-white to white pages. Est. 1,000-up

6363 The Incredible Hulk #4 (Marvel, 1962) CGC VF 8.0 Cream to off-white pages. Est. 1,000-up

6364 The Incredible Hulk #5 (Marvel, 1963) CGC VF 8.0 Off-white to white pages. Est. 1,000-up

6365 The Incredible Hulk #6 (Marvel, 1963) CGC VF+ 8.5 Off-white pages. Est. 1,600-up

6366 The Incredible Hulk #6 (Marvel, 1963) CGC FN/VF 7.0 Off-white pages. Est. 500-up

6367 The Incredible Hulk #102 (Marvel, 1968) CGC NM+ 9.6 White pages. Est. 400-up

6368 Iron Man #1 (Marvel, 1968) CGC NM+ 9.6 White pages. Est. 800-up

6369 Iron Man and Sub-Mariner #1 (Marvel, 1968) CGC NM 9.4 White pages. Est. 175-up

6370 Journey into Mystery #83 (Marvel, 1962) CGC VF/NM 9.0 White pages. Est. 8,000-up

6371 Journey into Mystery #83 (Marvel, 1962) CGC VF- 7.5 Cream to off-white pages. Est. 2,500-up

6372 Journey into Mystery #104 Edenwald pedigree (Marvel, 1964) CGC NM- 9.2 Off-white to white pages. Est. 275-up

6373 Journey into Mystery #110 Edenwald pedigree (Marvel, 1964) CGC NM- 9.2 Off-white pages. Est. 275-up

6374 Journey into Mystery #112 Circle 8 pedigree (Marvel, 1965) CGC NM 9.4 Off-white pages. Est. 1,000-up

6375 Journey into Mystery #119 Edenwald pedigree (Marvel, 1965) CGC NM- 9.2 Cream to off-white pages. Est. 250-up

6376 Journey into Mystery #124 (Marvel, 1966) CGC NM+ 9.6 Off-white to white pages. Est. 1,000-up

6377 Marvel Tales #1 Circle 8 pedigree (Marvel, 1964) CGC NM 9.4 Off-white to white pages. Est. 1,100-up

6378 Millie the Model Annual #1 (Marvel, 1962) CGC VF+ 8.5 Off-white to white pages. Est. 200-up

6379 Mystical Tales #3 White Mountain pedigree (Atlas, 1956) CGC FN/VF 7.0 Off-white to white pages. Est. 100-up

6380 Nick Fury, Agent of SHIELD #6 Edenwald pedigree (Marvel, 1968) CGC NM 9.4 Off-white pages. Est. 375-up

6381 Sgt. Fury #1 (Marvel, 1963) CGC VF+ 8.5 Cream to off-white pages. Est. 1,250-up

6382 Sgt. Fury #1 (Marvel, 1963) CGC VF 8.0 White pages. Est. 900-up

6383 Sgt. Fury #13 (Marvel, 1964) CGC NM- 9.2 Cream to off-white pages. Est. 400-up

6384 The Silver Surfer #1 Edenwald pedigree (Marvel, 1968) CGC NM+ 9.6 Off-white pages. Est. 5,400-up

6385 Strange Tales #101 (Marvel, 1962) CGC NM- 9.2 Cream to off-white pages. Est. 2,000-up

6386 Strange Tales #102 (Marvel, 1962) CGC NM 9.4 White pages. Est. 1,200-up

6387 Strange Tales #109 (Marvel, 1963) CGC NM 9.4 Off-white pages. Est. 600-up

6388 Strange Tales #114 (Marvel, 1963) CGC FN+ 6.5 Cream to off-white pages. Est. 100-up

6389 Strange Tales #115 (Marvel, 1963) CGC VF+ 8.5 Off-White pages. Est. 400-up

6390 Strange Tales #124 (Marvel, 1964) CGC VF- 7.5 Cream to off-white pages. Est. 30-up

6391 Strange Tales #131 (Marvel, 1965) CGC VF- 7.5 Cream to off-white pages. Est. 30-up

6392 Strange Tales Annual #2 Circle 8 pedigree (Marvel, 1963) CGC NM- 9.2 Off-white to white pages. Est. 1,500-up

6393 Tales of Suspense #2 (Marvel, 1959) CGC VF 8.0 Off-white pages. Est. 400-up

6394 Tales of Suspense #39 (Marvel, 1963) CGC VF+ 8.5 Off-white to white pages. Est. 3,500-up

6395 Tales of Suspense #47 (Marvel, 1963) CGC VF/NM 9.0 Off-white pages. Est. 200-up

6396 Tales of Suspense #59 Circle 8 pedigree (Marvel, 1964) CGC NM 9.4 Off-white pages. Est. 1,500-up

6397 Tales of Suspense #63 (Marvel, 1965) CGC FN+ 6.5 Off-white pages. Est. 60-up

6398 Tales to Astonish #14 (Marvel, 1956) CGC VF- 7.5 Off-white pages. Est. 125-up

6399 Tales to Astonish #35 (Marvel, 1962) CGC VF+ 8.5 White pages. Est. 1,000-up

6400 Tales to Astonish #36 (Marvel, 1962) CGC VF+ 8.5 Off-white to white pages. Est. 400-up

6401 Tales to Astonish #37 (Marvel, 1962) CGC VF- 7.5 Off-white to white pages. Est. 150-up

6402 Tales to Astonish #41 (Marvel, 1963) CGC NM- 9.2 Off-white to white pages. Est. 375-up

6403 Tales to Astonish #42 White Mountain pedigree (Marvel, 1963) CGC NM- 9.2 Off-white to white pages. Est. 400-up

6404 Tales to Astonish #43 (Marvel, 1963) CGC NM- 9.2 Off-white to white pages. Est. 500-up

6405 Tales to Astonish #44 (Marvel, 1963) CGC VF- 7.5 Off-white pages. Est. 150-up

6406 Tales to Astonish #50 (Marvel, 1963) CGC VF- 7.5 Cream to off-white pages. Est. 50-up

6407 Tales to Astonish #55 (Marvel, 1964) CGC VF 8.0 Cream to off-white pages. Est. 50-up

6408 Thor #127 (Marvel, 1966) CGC VF+ 8.5 Off -white pages. Est. 65-up

6409 Thor #128 (Marvel, 1966) CGC NM- 9.2 White pages. Est. 200-up

6410 Thor #132 (Marvel, 1966) CGC NM/MT 9.8 Off-white to white pages. Est. 600-up

6411 Thor #132 (Marvel, 1966) CGC NM 9.4 Off-white pages. Est. 225-up

6412 Thor #133 (Marvel, 1966) CGC VF 8.0 Cream to off-white pages. Est. 40-up

6413 Thor #134 (Marvel, 1966) CGC NM- 9.2 Off-white pages. Est. 90-up

6414 Thor #135 (Marvel, 1966) CGC VF/NM 9.0 Off-white to white pages. Est. 75-up

6415 Thor #136 (Marvel, 1967) CGC VF+ 8.5 Off-white pages. Est. 50-up

6416 Thor #144 (Marvel, 1967) CGC VF/NM 9.0 Off-white pages. Est. 50-up

6417 X-Men #1 (Marvel, 1963) CGC VF 8.0 Off-white pages. Est. 3,500-up

6418 X-Men #2 (Marvel, 1963) CGC NM- 9.2 Cream to off-white pages. Est. 3,000-up

6419 X-Men #2 (Marvel, 1963) CGC VF+ 8.5 Off-white pages. Est. 1,200-up

6420 X-Men #3 (Marvel, 1964) CGC NM- 9.2 Off-white pages. Est. 1,000-up

6421 X-Men #4 (Marvel, 1964) CGC NM 9.4 Off-white to white pages. Est. 2,100-up

6422 X-Men #5 (Marvel, 1964) CGC NM 9.4 Off-white pages. Est. 1,300-up

6423 X-Men #6 (Marvel, 1964) CGC NM- 9.2 Off-white to white pages. Est. 475-up

6424 X-Men #7 (Marvel, 1964) CGC NM- 9.2 Off-white to white pages. Est. 475-up

6425 X-Men #9 (Marvel, 1965) CGC VF/NM 9.0 Off-white to white pages. Est. 350-up

6426 X-Men #12 (Marvel, 1965) CGC NM 9.4 Off-white pages. Est. 1,000-up

6427 X-Men #21 Pacific Coast pedigree (Marvel, 1966) CGC NM- 9.2 White pages. Est. 400-up

6428 X-Men #40 (Marvel, 1968) CGC NM 9.4 Cream to off-white pages. Est. 170-up

6429 X-Men #50 Edenwald pedigree (Marvel, 1968) CGC NM 9.4 Off-white pages. Est. 500-up

6430 X-Men #51 Edenwald pedigree (Marvel, 1968) CGC NM+ 9.6 White pages. Est. 900-up

6431 X-Men #53 Edenwald pedigree (Marvel, 1969) CGC NM 9.4 Off-white to white pages. Est. 500-up

6432 X-Men #55 Edenwald pedigree (Marvel, 1969) CGC NM+ 9.6 White pages. Est. 950-up

6433 X-Men #56 Edenwald pedigree (Marvel, 1969) CGC NM 9.4 Off-white to white pages. Est. 720-up

6434 X-Men #58 Edenwald pedigree (Marvel, 1969) CGC NM 9.4 Off-white pages. Est. 625-up

MARVEL BRONZE AGE

6435 The Amazing Spider-Man #87 Edenwald pedigree (Marvel, 1970) CGC NM 9.4 Off-white to white pages. Est. 300-up

6436 The Amazing Spider-Man #98 (Marvel, 1971) CGC NM+ 9.6 Cream to off-white pages. Est. 900-up

6437 The Amazing Spider-Man #102 Edenwald pedigree (Marvel, 1971) CGC NM 9.4 White pages. Est. 600-up

6438 The Amazing Spider-Man #122 Edenwald pedigree (Marvel, 1973) CGC NM 9.4 Off-white to white pages. Est. 1,000-up

6439 The Amazing Spider-Man #129 Edenwald pedigree (Marvel, 1974) CGC NM+ 9.6 Off-white to white pages. Est. 2,100-up

6440 The Amazing Spider-Man #129 (Marvel, 1974) CGC VF- 7.5 Off-white to white pages. Est. 100-up

6441 Conan the Barbarian #2 (Marvel, 1970) CGC NM+ 9.6 Off-white to white pages. Est. 350-up

6442 Conan the Barbarian #4 (Marvel, 1971) CGC NM+ 9.6 Off-white to white pages. Est. 300-up

6443 Conan the Barbarian #7 (Marvel, 1971) CGC NM+ 9.6 Off-white to white pages. Est. 175-up

6444 Conan the Barbarian #11 (Marvel, 1971) CGC NM+ 9.6 White pages. Est. 250-up

6445 Conan the Barbarian #12 (Marvel, 1971) CGC NM+ 9.6 White pages. Est. 200-up

6446 Conan the Barbarian #13 (Marvel, 1972) CGC NM+ 9.6 Off-white to white pages. Est. 200-up

6447 Conan the Barbarian #16 (Marvel, 1972) CGC NM+ 9.6 Off-white to white pages. Est. 125-up

6448 Conan the Barbarian #19 (Marvel, 1972) CGC NM+ 9.6 Off-white to white pages. Est. 125-up

6449 Conan the Barbarian #21 (Marvel, 1972) CGC NM+ 9.6 White pages. Est. 120-up

6450 Conan the Barbarian #22 (Marvel, 1973) CGC NM+ 9.6 Off-white to white pages. Est. 120-up

6451 Conan The Barbarian #24 (Marvel, 1973) CGC NM/MT 9.8 Off-white pages. Est. 250-up

6452 Conan the Barbarian #100 (Marvel, 1979) CGC NM 9.4 Off-white to white pages. Est. 50-up

6453 Giant-Size X-Men #1 (Marvel, 1975) CGC NM 9.4 Cream to off-white pages. Est. 1,400-up

6454 The Incredible Hulk #180 Edenwald pedigree (Marvel, 1974) CGC NM 9.4 Off-white pages. Est. 600-up

6455 The Incredible Hulk #181 (Marvel, 1974) CGC NM- 9.2 Off-white to white pages. Est. 900-up

6456 The Incredible Hulk #182 Edenwald pedigree (Marvel, 1974) CGC NM 9.4 Off-white to white pages. Est. 500-up

6457 Marvel Spotlight #5 Edenwald pedigree (Marvel, 1972) CGC NM- 9.2 Off-white pages. Est. 300-up

6458 My Favorite Comic Book Pack (Marvel, 1977). Est. 75-up

6459 Thor #175 (Marvel, 1970) CGC NM 9.4 Off-white pages. Est. 100-up

6460 X-Men #64 Edenwald pedigree (Marvel, 1970) CGC NM+ 9.6 Off-white to white pages. Est. 475-up

6461 X-Men #84 Edenwald pedigree (Marvel, 1973) CGC NM- 9.2 White pages. Est. 100-up

6462 X-Men #89 Edenwald pedigree (Marvel, 1974) CGC NM- 9.2 Off-white pages. Est. 100-up

6463 X-Men #94 (Marvel, 1975) CGC NM+ 9.6 Off-white pages. Est. 2,000-up

6464 X-Men #94 (Marvel, 1975) CGC NM- 9.2 Off-white to white pages. Est. 1,200-up

6465 X-Men #94 (Marvel, 1975) CGC VF/NM 9.0 Off-white pages. Est. 650-up

DC SILVER AGE

6466 Adventure Comics #235 (DC, 1957) CGC VF+ 8.5 Cream to off-white pages. Est. 175-up

6467 Adventure Comics #237 (DC, 1957) CGC VF/NM 9.0 Cream to off-white pages. Est. 225-up

6468 Adventure Comics #247 (DC, 1958) CGC FN+ 6.5 Off-white to white pages. Est. 1,200-up

6469 All-American Men of War #114 Boston pedigree (DC, 1966) CGC NM+ 9.6 White pages. Est. 200-up

6470 The Atom Lot of 1-38 + Atom and Hawkman 39-45 (DC, 1962-1969). Est. 1,200-up

6471 Batman #103 (DC, 1956) CGC NM 9.4 White pages. Est. 1,100-up

6472 Batman #106 (DC, 1957) CGC VF+ 8.5 White pages. Est. 325-up

6473 Batman #108 (DC, 1957) CGC NM- 9.2 Off-white to white pages. Est. 500-up

6474 Batman #110 Mohawk Valley pedigree (DC, 1957) CGC VF/NM 9.0 Cream to off-white pages. Est. 700-up

6475 Beware the Creeper #1 (DC, 1968) CGC VF/NM 9.0 Off-white pages. Est. 100-up

6476 Beware the Creeper #2 (DC, 1968) CGC NM- 9.2 Cream to off-white pages. Est. 75-up

6477 The Brave and the Bold #28 (DC, 1960) CGC VF- 7.5 Cream pages. Est. 2,800-up

6478 The Brave and the Bold #28 (DC, 1960) CGC FN 6.0 Cream pages. Est. 1,000-up

6479 The Brave and the Bold #29 (DC, 1960) CGC FN/VF 7.0 Off-white to white pages. Est. 900-up

6480 The Brave and the Bold #42 (DC, 1962) CGC VF 8.0 Off-white pages. Est. 250-up

6481 The Brave and the Bold #51 (DC, 1964) CGC VF 8.0 Off-white pages. Est. 125-up

6482 The Brave and the Bold #54 (DC, 1964) CGC VF- 7.5 Off-white pages. Est. 175-up

6483 The Brave and the Bold #54 (DC, 1964) CGC FN 6.0 Cream to off-white pages. Est. 75-up

6484 The Brave and the Bold Lot (DC, 1965). Est. 140-up

6485 Detective Comics #225 Circle 8 pedigree (DC, 1955) CGC FN/VF 7.0 Off-white to white pages. Est. 1,500-up

6486 Detective Comics #238 Circle 8 pedigree (DC, 1956) CGC VF/NM 9.0 Off-white pages. Est. 375-up

6487 The Flash Annual #1 (DC, 1963) CGC VF 8.0 Cream to off-white pages. Est. 350-up

6488 The Flash #109 (DC, 1959) CGC VF/NM 9.0 Off-white pages. Est. 800-up

6489 The Flash #176 (DC, 1968) CGC NM+ 9.6 Off-white to white pages. Est. 350-up

6490 The Flash #177 Massachusetts pedigree (DC, 1968) CGC NM+ 9.6 White pages. Est. 300-up

6491 The Flash #181 Massachusetts pedigree (DC, 1968) CGC NM+ 9.6 Off-white to white pages. Est. 250-up

6492 The Flash Large Lot (DC, 1959-1972). Est. 1,500-up

6493 The Flash Lot (DC, 1962-1964). Est. 275-up

6494 The Flash Lot (DC, 1963-1972). Est. 350-up

6495 Green Lantern #1 (DC, 1960) CGC VF+ 8.5 Off-white pages. Est. 2,500-up

6496 Green Lantern #2 (DC, 1960) CGC VF+ 8.5 Off-white pages. Est. 650-up

6497 Green Lantern #5 (DC, 1961) CGC NM- 9.2 Off-white to white pages. Est. 600-up

6498 Green Lantern #40 (DC, 1965) CGC VF- 7.5 Off-white pages. Est. 250-up

6499 Green Lantern #59 (DC, 1968) CGC NM- 9.2 Off-white to white pages. Est. 300-up

6500 Green Lantern Lot of 48 Comics (DC, 1961-1971). Est. 1,500-up

6501 Green Lantern Lot (DC, 1960). Est. 400-up

6502 Hawkman #1 (DC, 1964) CGC VF/NM 9.0 White pages. Est. 500-up

6503 Hawkman #1 (DC, 1964) CGC VF+ 8.5 Off-white pages. Est. 500-up

6504 Hawkman #2 (DC, 1964) CGC NM 9.4 Off-white to white pages. Est. 600-up

6505 Hawkman #3 (DC, 1964) CGC VF/NM 9.0 Off-white pages. Est. 100-up

6506 Justice League of America #1 Bethlehem pedigree (DC, 1960) CGC VF 8.0 Light tan to off-white pages. Est. 3,500-up

6507 Justice League of America #1 (DC, 1960) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,400-up

6508 Justice League of America #1 (DC, 1960) CGC FN+ 6.5 Cream to off-white pages. Est. 850-up

6509 Justice League of America #5 (DC, 1961) CGC VF/NM 9.0 Off-white pages. Est. 400-up

6510 Justice League of America #6 (DC, 1961) CGC NM 9.4 Off-white to white pages. Est. 750-up

6511 Justice League of America #8 (DC, 1962) CGC NM 9.4 Off-white to white pages. Est. 750-up

6512 Justice League of America #15 (DC, 1962) CGC NM- 9.2 Off-white pages. Est. 500-up

6513 Justice League of America #21 (DC, 1963) CGC NM- 9.2 Cream to off-white pages. Est. 400-up

6514 Justice League of America #22 (DC, 1963) CGC VF+ 8.5 Cream to off-white pages. Est. 175-up

6515 Justice League of America Lot (DC, 1961-1962). Est. 900-up

6516 Justice League of America Lot of 51 (DC, 1962-1971). Est. 2,000-up

6517 Metal Men #1 (DC, 1963) CGC VF/NM 9.0 Off-white pages. Est. 750-up

6518 My Greatest Adventure #13 Circle 8 pedigree (DC, 1957) CGC VF/NM 9.0 Off-white to white pages. Est. 250-up

6519 Mystery in Space #54 (DC, 1959) CGC VF/NM 9.0 Off-white pages. Est. 750-up

6520 Showcase #2 Circle 8 pedigree (DC, 1956) CGC VF+ 8.5 Off-white pages. Est. 600-up

6521 Showcase #4 Ohio - Fairborn pedigree (DC, 1956) CGC VF 8.0 Off-white to white pages. Est. 18,000-up

6522 Showcase #4 (DC, 1956) CGC VG 4.0 Off-white pages. Est. 2,000-up

6523 Showcase #4 (DC, 1956) CGC Apparent VF- 7.5 Moderate (A) Cream to off-white pages. Est. 2,000-up

6524 Showcase #7 Ohio pedigree (DC, 1957) CGC VF 8.0 White pages. Est. 800-up

6525 Showcase #8 (DC, 1957) CGC FN/VF 7.0 Cream to off-white pages. Est. 5,000-up

6526 Showcase #10 (DC, 1957) CGC FN- 5.5 Off-white to white pages. Est. 300-up

6527 Showcase #14 (DC, 1958) CGC VF+ 8.5 Cream to off-white pages. Est. 2,900-up

6528 Showcase #24 (DC, 1960) CGC VG+ 4.5 Cream to off-white pages. Est. 200-up

6529 Showcase #35 (DC, 1961) CGC VF- 7.5 Cream to off-white pages. Est. 300-up

6530 Showcase #36 (DC, 1962) CGC VF 8.0 Cream to off-white pages. Est. 275-up

6531 Showcase #60 (DC, 1966) CGC Qualified VF/NM 9.0 Off-white pages. Est. 250-up

6532 Showcase #61 (DC, 1966) CGC VF 8.0 Cream to off-white pages. Est. 90-up

6533 Showcase #64 (DC, 1966) CGC VF- 7.5 Off-white to white pages. Est. 60-up

6534 Showcase #75 (DC, 1968) CGC VF+ 8.5 Off-white pages. Est. 80-up

6535 Showcase Lot 1-104 complete run. (DC, 1956-1978). Est. 3,500-up

6536 Silver Age Group (DC 1960-1961). Est. 600-up

6537 Strange Adventures #117 (DC, 1960) CGC FN/VF 7.0 Off-white pages. Est. 200-up

6538 Superman #183 (DC, 1966) CGC NM/MT 9.8 White pages. Est. 750-up

6539 Superman #193 (DC, 1967) CGC NM+ 9.6 Off-white to white pages. Est. 300-up

6540 Superman's Girl Friend Lois Lane #1 (DC, 1958) CGC FN/VF 7.0 Off-white to white pages. Est. 1,300-up

6541 Superman's Girl Friend Lois Lane #3 (DC, 1958) CGC FN/VF 7.0 Cream to off-white pages. Est. 300-up

6542 Superman's Girl Friend Lois Lane #6 (DC, 1959) CGC VF+ 8.5 Off-white pages. Est. 250-up

6543 Superman's Pal Jimmy Olsen #9 Circle 8 pedigree (DC, 1955) CGC VF+ 8.5 Off-white pages. Est. 400-up

6544 Wonder Woman #105 (DC, 1959) CGC NM 9.4 Off-white to white pages. Est. 3,000-up

PRE-GOLDEN AGE

6545 Ace Comics #1 (David McKay Publications, 1937) CGC VF+ 8.5 Off-white to white pages. Est. 2,000-up

6546 Century of Comics #1 (Eastern Color, 1933) CGC FN/VF 7.0 Cream to off-white pages. Est. 15,000-up

6547 Circus the Comic Riot #1 (Globe Syndicate, 1938) CGC NM- 9.2 Cream to off-white pages. Est. 6,500-up

6548 Circus the Comic Riot #1 (Globe Syndicate, 1938) CGC VF+ 8.5 Cream to off-white pages. Est. 4,000-up

6549 Cocomalt Big Book of Comics #1 (Chesler, 1938) FN/VF 7.0 Cream to off-white pages. Est. 1,000-up

6550 Cocomalt Big Book of Comics #1 (Chesler, 1938) CGC FN+ 6.5 Cream to off-white pages. Est. 600-up

6551 Crackajack Funnies #1 Mile High pedigree (Dell, 1938) CGC NM/MT 9.8 White pages. Est. 17,500-up

6552 Crackajack Funnies #1 (Dell, 1938) CGC VF/NM 9.0 Cream to off-white pages. Est. 2,000-up

6553 Crackajack Funnies #3 Mile High pedigree (Dell, 1938) CGC NM 9.4 White pages. Est. 2,500-up

6554 Crackajack Funnies #9 Mile High pedigree (Dell, 1939) CGC NM/MT 9.8 Off-white to white pages. Est. 10,000-up

6555 Crackajack Funnies #9 Dell File Copy (Dell, 1939) CGC VF+ 8.5 Cream to off-white pages. Est. 1,000-up

6556 Detective Picture Stories #1 (Comics Magazine, 1936) CGC FN- 5.5 Off-white pages. Est. 1,500-up

6557 Famous Funnies: Carnival of Comics #nn (Eastern Color, 1933) CGC VF+ 8.5 Off-white to white pages. Est. 6,000-up

6558 Famous Funnies: Carnival of Comics #1 (No Publisher, 1933) CGC FN/VF 7.0 Cream to off-white pages. Est. 4,000-up

6559 Feature Funnies #1 Mile High pedigree (Chesler, 1937) CGC NM+ 9.6 Off-white to white pages. Est. 12,000-up

6560 Funnies #1 (Dell, 1936) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,200-up

6561 Funnies #1 (Dell, 1936) CGC VG 4.0 Cream to off-white pages. Est. 600-up

6562 More Fun Comics #11 (DC, 1936) CGC Apparent VF/NM 9.0 Extensive (P) Cream to off-white pages. Est. 1,500-up

6563 More Fun Comics #14 (DC, 1936) CGC Apparent FN/VF 7.0 Moderate (P) Off-white to white pages. Est. 3,000-up

6564 More Fun Comics #17 (DC, 1937) Apparent FN/VF 7.0 Moderate (P) Off-white pages. Est. 1,200-up

6565 More Fun Comics #23 (DC, 1937) CGC VF/NM 9.0 Cream to off-white pages. Est. 2,300-up

6566 New Adventure Comics #19 (DC, 1937) CGC VF 8.0 Cream to off-white pages. Est. 2,000-up

6567 New Adventure Comics #21 Larson pedigree (DC, 1937) CGC Apparent VF 4.0 Slight (A) Cream to off-white pages. Est. 1,000-up

6568 New Book of Comics #1 (DC, 1937) CGC FN + 6.5 White pages. Est. 7,000-up

6569 New Book of Comics #2 Mile High pedigree (DC, 1938) VF/NM 9.0 Off-white to white pages. Est. 20,000-up

6570 New Book of Comics #2 (DC, 1938) CGC FN- 5.5 Off-white pages. Est. 2,500-up

6571 New Book of Comics #2 (DC, 1938) CGC FR/GD 1.5 Slightly brittle pages. Est. 500-up

6572 New Comics #7 (DC, 1936) CGC GD+ 2.5 Cream to off-white pages. Est. 500-up

6573 New Comics #9 (DC, 1936) CGC FN+ 6.5 Cream to off-white pages. Est. 1,400-up

6574 New Comics #11 (DC, 1936) CGC GD 2.0 Cream to off-white pages. Est. 400-up

6575 New Comics #11 (DC, 1936) CGC Apparent VF- 7.5 Slight (A) Cream to off-white pages. Est. 1,200-up

6576 Super Comics #1 Mile High pedigree (Dell, 1938) CGC NM+ 9.6 White pages. Est. 8,000-up

6577 Tip Top Comics #1 (United Features Syndicate, 1936) CGC VG+ 4.5 Off-white to white pages. Est. 2,000-up

6578 Western Picture Stories #3 Mile High pedigree (Comics Magazine, 1937) CGC VF/NM 9.0 Off-white to white pages. Est. 2,500-up

MEMORABILIA

6579 Captain Marvel Club Kit (Fawcett, 1946) Condition: GD/VG. Est. 500-up

6580 Carson of Venus by Edgar Rice Burroughs First Edition (Edgar Rice Burroughs, Inc., 1939). Est. 300-up

6581 Fine Art of Walt Disney's Donald Duck, The (Another Rainbow Publishing, Inc., 1981). Est. 100-up

6582 Junior Justice Society of America Kit (DC, 1945). Est. 500-up

6583 Lord John Ten (Lord John Press, 1988). Est. 200-up

6584 Golden Age Lot of Various Pinbacks (1939-1960s). Est. 150-up

6585 Captain America Sentinel of Liberty Badges - Original and Reproduction, Lot of 2 (1941). Est. 400-up

6586 Supermen of America Kit (DC, 1950). Est. 500-up

6587 Who Goes There? First Edition (Shasta Publishers, 1947). Est. 200-up

MISC. GOLDEN AGE (PART ONE)

6588 5 Cent Comics #nn (Fawcett, 1940) CGC NM+ 9.6 White pages. Est. 10,000-up

6589 All Top Comics #9 (Fox Features Syndicate, 1948) CGC VF 8.0 Cream to off-white pages. Est. 800-up

6590 NULL Est. 550-up

6591 All-New Comics #6 Mile High pedigree (Harvey, 1943) CGC NM+ 9.6 White pages. Est. 3,400-up

6592 All-New Comics #1 (Harvey, 1943) CGC FN/VF 7.0 Off-white pages. Est. 900-up

6593 All-New Comics #3 Mile High pedigree (Harvey, 1943) CGC NM+ 9.6 White pages. Est. 3,000-up

6594 All-New Comics #8 Mile High pedigree (Harvey, 1944) CGC VF- 7.5 White pages. Est. 1,800-up

6595 All-New Comics #9 Mile High pedigree (Harvey, 1944) CGC NM 9.4 White pages. Est. 4,000-up

6596 All-New Comics #10 Mile High pedigree (Harvey, 1944) CGC NM- 9.2 White pages. Est. 2,800-up

6597 All-New Comics #14 Mile High pedigree (Harvey, 1947) CGC VF+ 8.5 White pages. Est. 1,200-up

6598 Amazing Mystery Funnies #20 Mile High pedigree (Centaur, 1940) CGC VF- 7.5 White pages. Est. 1,500-up

6599 Amazing Mystery Funnies v2 #5 (Centaur, 1939) CGC Apparent GD- 1.8 Slight (A) Cream to off-white pages. Est. 40-up

6600 Amazing-Man #5 Mile High pedigree (Centaur, 1939) CGC NM 9.4 Off-white to white pages. Est. 65,000-up

6601 Amazing-Man #6 Rockford pedigree (Centaur, 1939) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,400-up

6602 Amazing-Man #7 Rockford pedigree (Centaur, 1939) CGC VG 4.0 Cream to off-white pages. Est. 450-up

6603 Amazing-Man #21 Larson pedigree (Centaur, 1941) CGC Apparent NM 9.4 Slight (P) Off-white to white pages. Est. 600-up

6604 America's Biggest Comics Book #1 (Wm. H. Wise and Co., 1944) Condition: FN. Est. 120-up

6605 America's Greatest Comics #1 Mile High pedigree (Fawcett, 1941) CGC NM 9.4 White pages. Est. 10,000-up

6606 America's Greatest Comics #1, 5 and 8 (Fawcett, 1941) Est. 450-up

6607 America's Best Comics #2 Rockford pedigree (Nedor Publications, 1942) CGC FN/VF 7.0 Cream to off-white pages. Est. 300-up

6608 America's Best Comics #8 Mile High pedigree (Nedor Publications, 1944) CGC NM- 9.2 White pages. Est. 1,500-up

6609 Archie #1 (Archie, 1942) CGC VG 4.0 Cream to off-white pages. Est. 4,250-up

6610 Archie's Pal Jughead #1 (Archie, 1949) CGC VF- 7.5 Cream to off-white pages. Est. 795-up

6611 Atomic Comics #1 Big Apple pedigree (Green Publishing Co., 1946) CGC NM 9.4 Off-white to white pages. Est. 2,000-up

6612 Attack on Planet Mars #nn Mile High pedigree (Avon, 1951) CGC VF/NM 9.0 Off-white to white pages. Est. 2,000-up

6613 Attack on Planet Mars #nn (Avon, 1951) CGC FN+ 6.5 Off-white pages. Est. 200-up

6614 Bang-Up Comics #1 Mile High pedigree (Progressive Publishers, 1941) CGC NM- 9.2 White pages. Est. 4,400-up

6615 Big Shot Comics #2 Mile High pedigree (Columbia, 1940) CGC FN/VF 7.0 Off-white to white pages. Est. 1,000-up

6616 Big Shot Comics #3 Rockford pedigree (Columbia, 1940) CGC VF+ 8.5 Off-white pages. Est. 450-up

6617 Black Hood #9 Mile High pedigree (MLJ, 1943) CGC NM- 9.2 White pages. Est. 3,500-up

6618 Black Magic #1 (Prize, 1950) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,200-up

6619 Black Terror, The #17 (Nedor Publications, 1947) CGC VF/NM 9.0 Cream to off-white pages. Est. 600-up

6620 Blackhawk #9 Mile High pedigree (Quality, 1944) CGC NM- 9.2 Off-white to white pages. Est. 12,000-up

6621 Blackhawk #9 Crowley pedigree (Quality, 1944) CGC VF 8.0 Cream to off-white pages. Est. 1,800-up

6622 Blackhawk #9 (Quality, 1944) CGC VF 8.0 Cream to off-white pages. Est. 2,500-up

6623 Blackhawk #9 (Quality, 1944) CGC Qualified VF+ 8.5 Off-white pages. Est. 900-up

6624 Blackhawk #10 Big Apple pedigree (Quality, 1946) CGC VF/NM 9.0 Off-white pages. Est. 1,000-up

6625 Blackhawk #11 Big Apple pedigree (Quality, 1946) CGC NM- 9.2 White pages. Est. 1,000-up

6626 Blackhawk #14 (Quality, 1947) CGC VF 8.0 Off-white pages. Est. 400-up

6627 Blackhawk #17 Rockford pedigree (Quality, 1947) CGC NM 9.4 Off-white pages. Est. 2,000-up

6628 Blue Beetle #1 (Feature, 1939) CGC FN/VF 7.0 Off-white pages. Est. 2,200-up

6629 Blue Beetle #1 Rockford pedigree (Feature, 1939) CGC VG+ 4.5 Cream to off-white pages. Est. 875-up

6630 Blue Beetle #1 Mile High pedigree (Feature, 1939) CGC Apparent NM- 9.2 Slight (P) Off-white to white pages. Est. 7,500-up

6631 Blue Beetle #8 Mile High pedigree (Feature, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 1,250-up

6632 Blue Beetle #49 (Feature, 1947) CGC VF 8.0 Off-white to white pages. Est. 550-up

6633 Blue Beetle #50 (Feature, 1947) CGC VF/NM 9.0 Off-white to white pages. Est. 800-up

6634 Blue Beetle #51 (Feature, 1947) CGC VF- 7.5 Cream to off-white pages. Est. 400-up

6635 Blue Beetle #52 (Fox Feature, 1948) CGC NM- 9.2 Off-white pages. Est. 2,000-up

6636 Blue Ribbon #1 Carson City pedigree (MLJ, 1939) CGC NM 9.4 White pages. Est. 10,000-up

6637 Blue Ribbon #1 Larson pedigree (MLJ, 1939) CGC VF+ 8.5 Off-white to white pages. Est. 5,000-up

6638 Blue Ribbon #2 Hawkeye pedigree (MLJ, 1939) CGC VF- 7.5 Off-white to white pages. Est. 750-up

6639 Blue Ribbon #9 (MLJ, 1941) CGC VG+ 4.5 Off-white pages. Est. 600-up

6640 Blue Ribbon Lot (MLJ, 1940-41). Est. 250-up

6641 Boy Comics #3 (Lev Gleason, 1942) CGC VF+ 8.5 Cream to off-white pages. Est. 2,500-up

6642 Brenda Starr V2, #5 (Superior, 1948) CGC NM- 9.2 White pages. Est. 1,000-up

6643 Buccaneers #25 Mile High pedigree (Quality, 1951) CGC VF 8.0 Off-white pages. Est. 400-up

6644 Buck Rogers #1 (Eastern Color, 1940) CGC VG/FN 5.0 Cream to off-white pages. Est. 700-up

6645 Buck Rogers #2 Mile High pedigree (Eastern Color, 1941) CGC NM/MT 9.8 White pages. Est. 8,000-up

6646 Buck Rogers #3 Mile High pedigree (Eastern Color, 1941) CGC NM+ 9.6 White pages. Est. 5,000-up

6647 Buck Rogers #4 Mile High pedigree (Eastern Color, 1942) CGC NM+ 9.6 Off-white to white pages. Est. 5,000-up

6648 Buck Rogers #5 Mile High pedigree (Eastern Color, 1943) CGC NM+ 9.6 Off-white to white pages. Est. 4,750-up

6649 Buck Rogers #5 (Eastern Color, 1943) CGC VF 8.0 Off-white to white pages. Est. 525-up

6650 Buck Rogers #6 Mile High pedigree (Eastern Color, 1943) CGC NM 9.4 Off-white to white pages. Est. 3,750-up

6651 Bulletman #7 Mile High pedigree (Fawcett, 1942) CGC NM- 9.2 Off-white pages. Est. 1,400-up

6652 Bulletman #9 Mile High pedigree (Fawcett, 1942) CGC NM-9.2 White pages. Est. 2,400-up

6653 Bulletman #11 Mile High pedigree (Fawcett, 1943) CGC Qualified NM/MT 9.8 White pages. Est. 1,800-up

6654 Bulletman #12 Mile High pedigree (Fawcett, 1943) CGC NM- 9.2 Off-white to white pages. Est. 2,100-up

6655 Buster Crabbe Lot (Lev Gleason and Famous Funnies, 1952-53). Est. 400-up

6656 Canteen Kate #1 Mile High pedigree (St. John, 1952) CGC VF/NM 9.0 Off-white to white pages. Est. 2,200-up

6657 Captain Aero Comics #1 Mile High pedigree (Holyoke Publications, 1941) CGC NM- 9.2 Off-white to white pages. Est. 3,500-up

6658 Captain Aero Comics #26 (Holyoke Publications, 1946) CGC FN+ 6.5 Light tan to off-white pages. Est. 1,000-up

6659 Captain Battle Comics #1 Mile High pedigree (New Friday Publications, 1941) CGC NM- 9.2 White pages. Est. 2,500-up

6660 Captain Battle Comics #3 (Magazine Press, 1942) CGC FN- 5.5 Cream to off-white pages. Est. 125-up

6661 Captain Battle, Jr. #1 Pennsylvania pedigree (Lev Gleason, 1943) CGC NM- 9.2 Off-white to white pages. Est. 1,100-up

6662 Captain Flight #5 Mile High pedigree (Four Star, 1944) CGC FN+ 6.5 Off-white to white pages. Est. 2,300-up

6663 Captain Flight #11 (Four Star, 1947) CGC VF- 7.5 Cream to off-white pages. Est. 1,000-up

6664 Captain Marvel Adventures #35 (Fawcett, 1944) CGC NM- 9.2 Cream to off-white pages. Est. 400-up

6665 Captain Marvel Jr. #18 Pennsylvania pedigree (Fawcett, 1944) CGC NM 9.4 Off-white pages. Est. 1,700-up

6666 Captain Midnight #1 Pennsylvania pedigree (Fawcett, 1942) CGC VF 8.0 Off-white pages. Est. 1,500-up

6667 Captain Midnight #1 Mile High pedigree (Fawcett, 1942) CGC VF- 7.5 Off-white pages. Est. 2,500-up

6668 Captain Midnight #2 Mile High pedigree (Fawcett, 1942) CGC NM+ 9.6 Off-white pages. Est. 6,000-up

6669 Captain Midnight #3 Mile High pedigree (Fawcett, 1942) CGC NM 9.4 White pages. Est. 3,250-up

6670 Captain Midnight #4 Mile High pedigree (Fawcett, 1943) CGC NM- 9.2 White pages. Est. 1,800-up

6671 Captain Midnight #5 Mile High pedigree (Fawcett, 1943) CGC NM+ 9.6 White pages. Est. 4,400-up

6672 Captain Midnight #7 Mile High pedigree (Fawcett, 1943) CGC NM+ 9.6 White pages. Est. 3,250-up

6673 Captain Midnight #8 Mile High pedigree (Fawcett, 1943) CGC VF+ 8.5 White pages. Est. 1,500-up

6674 Captain Midnight #10 Mile High pedigree (Fawcett, 1943) CGC VF/NM 9.0 Off-white pages. Est. 1,400-up

6675 Captain Midnight #17 Pennsylvania pedigree (Fawcett, 1944) CGC VF/NM 9.0 Off-white pages. Est. 1,800-up

6676 Captain Midnight #18 Mile High pedigree (Fawcett, 1944) CGC NM 9.4 White pages. Est. 1,600-up

6677 Captain Midnight Lot (Fawcett, 1942-48). Est. 850-up

6678 Catman Comics #1 (Holyoke Publications, 1941) CGC VF- 7.5 Off-white pages. Est. 2,500-up

6679 Catman Comics #1 (Holyoke Publications, 1941) CGC FN 6.0 Cream to off-white pages. Est. 1,400-up

6680 Catman Comics #7 (Holyoke Publications, 1942) CGC FN+ 6.5 Off-white to white pages. Est. 500-up

6681 Catman Comics #29 (Holyoke Publications, 1945) CGC FN/VF 7.0 Off-white pages. Est. 1,000-up

6682 Champion Comics #2 (Harvey, 1939) CGC FN+ 6.5 Off-white pages. Est. 500-up

6683 Champion Comics #3 (Harvey, 1940) CGC Apparent FN+ 6.5 Slight(P) Off-white to white pages. Est. 200-up

6684 Champion Comics #8 (Harvey, 1940) CGC VF/NM 9.0 Off-white to white pages. Est. 1,250-up

6685 Charlie Chan #1 (Crestwood/Headline, 1948) CGC VF 8.0 Off-white pages. Est. 400-up

6686 Chief Victorio's Apache Massacre #nn (Avon, 1951) CGC VF 8.0 Off-white pages. Est. 200-up

6687 Choice Comics #1 (Great Comics Publications, 1941) CGC FN/VF 7.0 Off-white pages. Est. 650-up

6688 Classic Comics #9 (Gilberton, 1943) CGC VF/NM 9.0 Off-white pages. Est. 750-up

6689 Classics Illustrated #45 Mile High pedigree (Gilberton, 1948) CGC FN 6.0 Off-white to white pages. Est. 150-up

6690 Colossus Comics #1 Denver pedigree (Sun Publications, 1940) CGC VF/NM 9.0 Off-white pages. Est. 5,000-up

6691 Contact Comics #12 (Aviation Press, 1946) CGC FN- 5.5 Off-white pages. Est. 500-up

6692 Crack Comics #1 (Quality, 1941) CGC VF- 7.5 Off-white pages. Est. 2,500-up

6693 Crack Comics #18 (Quality, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 850-up

6694 Crash Comics #1 (Tem Publishing Co., 1940) CGC FN/VF 7.0 Off-white to white pages. Est. 1,350-up

6695 Crime Does Not Pay #22 (#1) Pennsylvania pedigree (Lev Gleason, 1942) CGC FN+ 6.5 Off-white to white pages. Est. 800-up

6696 Crime Does Not Pay #23 (Lev Gleason, 1942) CGC VF- 7.5 Off-white pages. Est. 750-up

6697 Crime on the Waterfront #4 (Realistic Comics, 1952) CGC VF- 7.5 Off-white to white pages. Est. 100-up

6698 Crown Comics #1 Big Apple pedigree (Golfing, Inc., 1944) CGC NM 9.4 Off-white to white pages. Est. 700-up

6699 Cyclone Comics #1 Mile High pedigree (Bilbara, 1940) CGC NM- 9.2 White pages. Est. 4,500-up

6700 Cyclone Comics #2 Mile High pedigree (Bilbara, 1940) CGC VF+ 8.5 White pages. Est. 1,500-up

6701 Cyclone Comics #4 Mile High pedigree (Bilbara, 1940) CGC VF/NM 9.0 White pages. Est. 2,500-up

6702 Daredevil Comics #12 (Lev Gleason, 1942) CGC VF+ 8.5 Cream to off-white pages. Est. 900-up

6703 Daredevil Comics #13 (Lev Gleason, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 800-up

6704 Detective Eye #1 Mile High pedigree (Centaur, 1940) CGC NM- 9.2 White pages. Est. 7,000-up

6705 Doc Savage Comics #1 Mile High pedigree (Street and Smith, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 8,500-up

6706 Doc Savage Comics #1 (Street and Smith, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 2,000-up

6707 Doll Man Quarterly #1 (Quality, 1941) CGC VF- 7.5 Cream to off-white pages. Est. 1,500-up

6708 Doll Man Quarterly #1 Mile High pedigree (Quality, 1941) CGC VF- 7.5 White pages. Est. 6,000-up

6709 Doll Man Quarterly #4 (Quality, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 700-up

6710 Fairy Tale Parade #1 (Dell, 1942) CGC NM- 9.2 Off-white pages. Est. 1,200-up

6711 Famous Crimes #1 (Fox Features Syndicate, 1948) CGC NM 9.4 Cream to off-white pages. Est. 1,250-up

6712 Famous Funnies #100 (Eastern Color, 1942) CGC NM- 9.2 Cream to off-white pages. Est. 150-up

6713 Famous Funnies #133 File Copy (Eastern Color, 1945) CGC NM 9.4 Off-white pages. Est. 200-up

6714 Famous Funnies #157 File Copy (Eastern Color, 1947) CGC NM- 9.2 Cream to off-white pages. Est. 75-up

6715 Famous Funnies #209 (Eastern Color, 1953) CGC NM- 9.2 Cream to off-white pages. Est. 1,200-up

6716 Famous Funnies #209 (Eastern Color, 1953) CGC VF+ 8.5 Off-white pages. Est. 1,500-up

6717 Famous Funnies #210 (Eastern Color, 1954) CGC NM 9.4 White pages. Est. 2,500-up

6718 Famous Funnies #211 (Eastern Color, 1954) CGC VF+ 8.5 Off-white pages Est. 800-up

6719 Famous Funnies #212 (Eastern Color, 1954) CGC VF- 7.5 Off-white to white pages. Est. 700-up

6720 Famous Funnies #213 (Eastern Color, 1954) CGC VF+ 8.5 Cream to off-white pages. Est. 1,000-up

6721 Famous Funnies #215 (Eastern Color, 1955) CGC VF 8.0 Cream to off-white pages. Est. 900-up

6722 Famous Funnies #216 (Eastern Color, 1955) CGC NM- 9.2 Off-white pages. Est. 2,000-up

6723 Fantastic Comics Lot (Fox, 1940-41). Est. 600-up

6724 Feature Comics #27 (Quality, 1939) CGC VF/NM 9.0 Off-white pages. Est. 10,000-up

6725 Fight Comics #20 (Fiction House, 1942) CGC VF/NM 9.0 Cream to off-white pages. Est. 500-up

6726 Fight Comics #50 (Fiction House, 1947) CGC NM- 9.2 Off-white pages. Est. 350-up

6727 Fighting Yank #1 Pennsylvania pedigree (Nedor Publications, 1942) CGC VF+ 8.5 Off-white pages. Est. 3,500-up

6728 Fighting Yank #2 Pennsylvania pedigree (Nedor Publications, 1942) CGC NM 9.4 White pages. Est. 7,000-up

6729 Fighting Yank #16 (Nedor Publications, 1946) CGC VF 8.0 Off-white pages. Est. 250-up

6730 Fighting Yank #17 (Nedor Publications, 1946) CGC NM 9.4 White pages. Est. 1,500-up

6731 Fighting Yank #18 (Nedor Publications, 1946) CGC NM 9.4 Off-white pages. Est. 1,250-up

6732 Fighting Yank #26 Mile High pedigree (Nedor Publications, 1948) CGC VF+ 8.5 White pages. Est. 750-up

6733 The Flame #1 (Fox, 1940) CGC VF- 7.5 Cream to off-white pages. Est. 1,500-up

6734 Flying Saucers #1 White Mountain pedigree (Avon, 1950) CGC FN/VF 7.0 Off-white to white pages. Est. 500-up

6735 Four Color #nn (#2) Mile High pedigree (Dell, 1939) CGC NM- 9.2 Off-white to white pages. Est. 2,250-up

6736 Four Color #9 (Dell, 1942) CGC VF+ 8.5 Cream to off-white pages. Est. 10,000-up

6737 Four Color #15 File Copy (Dell, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 600-up

6738 Four Color Comics #16 (Dell, 1941) CGC VF- 7.5 Off-white pages. Est. 10,000-up

6739 Four Color Comics #16 (Dell, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 2,500-up

6740 Four Color #147 (Dell, 1947) CGC VF+ 8.5 Off-white pages. Est. 600-up

6741 Frankenstein #2 Mile High pedigree (Prize, 1946) CGC NM- 9.2 Off-white pages. Est. 1,600-up

6742 Funnies #40 Mile High pedigree (Dell, 1940) CGC NM- 9.2 Off-white to white pages. Est. 2,000-up

6743 Funnies #42 Mile High pedigree (Dell, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 1,500-up

6744 Funnies #50 Mile High pedigree (Dell, 1940) CGC NM/MT 9.8 Off-white to white pages. Est. 3,250-up

6745 Funnies #53 Mile High pedigree (Dell, 1941) CGC NM 9.4 Off-white pages. Est. 1,200-up

6746 Funnies #54 Mile High pedigree (Dell, 1941) CGC NM+ 9.6 Off-white pages. Est. 1,800-up

6747 Funnies #56 Mile High pedigree (Dell, 1941) CGC NM+ 9.6 Off-white to white pages. Est. 1,600-up

6748 Funnies #58 Mile High pedigree (Dell, 1941) CGC NM 9.4 White pages. Est. 4,500-up

6749 Funnies #60 Mile High pedigree (Dell, 1941) CGC NM+ 9.6 Off-white to white pages. Est. 3,500

6750 Funnies #61 Mile High pedigree (Dell, 1941) CGC NM+ 9.6 White pages. Est. 3,800-up

6751 Funnies #62 Mile High pedigree (Dell, 1941) CGC NM- 9.2 Off-white to white pages. Est. 2,100-up

6752 Funnies #63 Mile High pedigree (Dell, 1942) CGC NM+ 9.6 White pages. Est. 3,000-up

6753 Funny Pages #35 (Centaur, 1940) CGC VF 8.0 Off-white pages. Est. 1,800-up

6754 Funny Pages Vol. 3 #10 Mile High pedigree (Centaur, 1939) CGC FN/VF 7.0 White pages. Est. 2,400-up

6755 Future Comics #1 (David McKay Publications, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,050-up

6756 Future Comics #2 Mile High pedigree (David McKay Publications, 1940) CGC NM- 9.2 White pages. Est. 2,500-up

6757 Future Comics #3 Mile High pedigree (David McKay Publications, 1940) CGC NM+ 9.6 White pages. Est. 5,500-up

6758 Future Comics #4 Mile High pedigree (David McKay Publications, 1940) CGC VF+ 8.5 White pages. Est. 2,000-up

6759 Gene Autry Comics #1 Mile High pedigree (Fawcett, 1941) Condition: NM Off-white to white pages. Est. 32,000-up

6760 Ghost Rider #4 (Magazine Enterprises, 1951) CGC VF- 7.5 Cream to off-white pages. Est. 350-up

6761 Golden Age Odd Size Comic Lot (Various Publishers, 1941 and 1950). Est. 430-up

6762 Golden Lad #2 Mile High pedigree (Spark Publications, 1945) CGC VF/NM 9.0 Off-white to white pages. Est. 1,400-up

6763 Great Comics #1 (Novack, 1945) CGC NM 9.4 Off-white pages. Est. 500-up

6764 Great Comics #1 (Novack, 1945) CGC NM- 9.2 Cream to off-white pages. Est. 1,000-up

6765 Great Comics #1 (Great Comics Publications, 1941) CGC VF 8.0 Off-white pages. Est. 800-up

6766 Green Hornet Comics #1 Mile High pedigree. (Holyoke, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 12,000-up

6767 Green Lama #1 (Spark Publications, 1944) CGC VF 8.0 Light tan to off-white pages. Est. 700-up

6768 Green Lama #3 Mile High pedigree (Spark Publications, 1945) CGC NM- 9.2 Off-white pages. Est. 2,500-up

6769 Green Lama #7 (Spark Publications, 1946) CGC NM 9.4 Off-white pages. Est. 1,000-up

6770 Hi-Spot Comics #2 Mile High pedigree (Hawley Publications, 1940). Est. 2,500-up

6771 Hit Comics #1 (Quality, 1940) CGC FN- 5.5 Off-white to white pages. Est. 1,200-up

6772 Hit Comics #1 (Quality, 1940) CGC VG- 3.5 Cream to off-white pages. Est. 750-up

6773 Hit Comics #2 (Quality, 1940) CGC VF+ 8.5 Cream to off-white pages. Est. 1,500-up

6774 Hit Comics #2 (Quality, 1940) CGC VG+ 4.5 Off-white pages. Est. 500-up

6775 Hit Comics #3 (Quality, 1940) CGC VG 4.0 Off-white pages. Est. 450-up

6776 Hit Comics #4 (Quality, 1940) CGC FN- 5.5 Off-white pages. Est. 450-up

6777 Hit Comics #4 (Quality, 1940) CGC VG- 3.5 Cream to off-white pages. Est. 300-up

6778 Hit Comics #5 (Quality, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 2,200-up

6779 Hit Comics #6 (Quality, 1940) CGC VF- 7.5 Cream to off-white pages. Est. 900-up

6780 Hit Comics #6 (Quality, 1940) CGC FN+ 6.5 Off-white pages. Est. 700-up

6781 Hit Comics #8 (Quality, 1941) CGC FN/VF 7.0 Off-white pages. Est. 700-up

6782 Hit Comics #9 (Quality, 1941) CGC VG/FN 5.0 Cream to off-white pages. Est. 400-up

6783 Hit Comics #9 (Quality, 1941) CGC Apparent VF 8.0 Slight (A) White pages. Est. 375-up

6784 Hit Comics #10 (Quality, 1941) CGC FN+ 6.5 White pages. Est. 450-up

6785 Hit Comics #11 (Quality, 1941) CGC VF- 7.5 Cream to off-white pages. Est. 600-up

6786 Hit Comics #12 (Quality, 1941) CGC FN+ 6.5 Off-white pages. Est. 280-up

6787 Hit Comics #13 (Quality, 1941) CGC VF- 7.5 Off-white to white pages. Est. 500-up

6788 Hit Comics #15 (Quality, 1941) CGC VG- 3.5 Slightly brittle pages. Est. 100-up

6789 Hit Comics #16 (Quality, 1941) CGC VF+ 8.5 Cream to off-white pages. Est. 700-up

6790 Hit Comics #16 (Quality, 1941) CGC VG 4.0 Off-white pages. Est. 200-up

6791 Hit Comics #20 (Quality, 1942) CGC VG- 3.5 Cream to off-white pages. Est. 125-up

6792 Hit Comics #22 (Quality, 1942) CGC FN/VF 7.0 Off-white to white pages. Est. 350-up

6793 Hit Comics #23 (Quality, 1942) CGC VG 4.0 Cream to off-white pages. Est. 125-up

6794 Hit Comics #24 (Quality, 1942) CGC VG+ 4.5 Off-white to white pages. Est. 150-up

6795 Hit Comics #25 (Quality, 1942) CGC Apparent VF/NM 9.0 Extensive (P) Off-white pages. Est. 500-up

6796 Hopalong Cassidy #1 Mile High pedigree (Fawcett, 1943) CGC VF/NM 9.0 Off-white to white pages. Est. 15,000-up

6797 House of Terror (3-D) #1 (St. John, 1953) CGC VF 8.0 Cream to off-white pages. Est. 150-up

6798 Howdy Doody #1 (Dell, 1950) CGC VF+ 8.5 Off-white pages. Est. 700-up

6799 Hyper Mystery Comics #1 Mile High pedigree (Hyper Publications, 1940) CGC NM- 9.2 Off-white pages. Est. 5,500-up

6800 Hyper Mystery Comics #1 (Hyper Publications, 1940) CGC VF 8.0 Cream to off-white pages. Est. 1,100-up

6801 Ibis #1 (Fawcett, 1943) CGC FN+ 6.5 Off-white to white pages. Est. 750-up

6802 Ibis #2 Mile High pedigree (Fawcett, 1943) CGC NM+ 9.6 Off-white to white pages. Est. 5,500-up

6803 Ibis #2 (Fawcett, 1943) CGC VF+ 8.5 Cream to off-white pages. Est. 650-up

6804 Jackpot Comics #1 (MLJ, 1941) CGC VF 8.0 Cream to off-white pages. Est. 2,000-up

6805 Jackpot Comics #4 (MLJ, 1941) CGC FN- 5.5 Off-white pages. Est. 900-up

6806 Jackpot Comics #5 (MLJ, 1942) CGC VF- 7.5 Off-white to white pages. Est. 1,200-up

6807 Jackpot Comics #7 (MLJ, 1942) CGC VF+ 8.5 Off-white to white pages. Est. 850-up

6808 Jumbo Comics #10 "D" Copy pedigree (Fiction House, 1939) CGC FN+ 6.5 Cream to off-white pages. Est. 1,250-up

6809 Jumbo Comics #11 Rockford pedigree (Fiction House, 1940) CGC VF- 7.5 Light tan to off-white pages. Est. 1,000-up

6810 Jumbo Comics #82 (Fiction House, 1945) CGC VF 8.0 Cream to off-white pages. Est. 125-up

6811 Jumbo Comics #160 (Fiction House, 1952) CGC VF 8.0 Off-white pages. Est. 75-up

6812 Jungle Comics #1 (Fiction House, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,500-up

6813 Jungle Comics #1 Rockford pedigree (Fiction House, 1940) CGC FN- 5.5 Cream to off-white pages. Est. 1,250-up

6814 Jungle Comics #6 (Fiction House, 1940) CGC VF- 7.5 Off-white pages. Est. 375-up

6815 Jungle Comics #19 (Fiction House, 1941) CGC VF- 7.5 Light tan to off-white pages. Est. 250-up

6816 Jungle Comics #20 (Fiction House, 1941) CGC VF- 7.5 Cream to off-white pages. Est. 250-up

6817 Jungle Comics #26 (Fiction House, 1942) CGC VF 8.0 Off-white pages. Est. 225-up

6818 Jungle Comics #28 Rockford pedigree (Fiction House, 1942) CGC VF+ 8.5 Cream to off-white pages. Est. 350-up

6819 Jungle Comics #30 (Fiction House, 1942) CGC VF+ 8.5 Cream to off-white pages. Est. 300-up

6820 Jungle Comics #37 (Fiction House, 1943) CGC VF 8.0 Light tan to off-white pages. Est. 150-up

6821 Jungle Comics #41 (Fiction House, 1943) CGC NM- 9.2 Cream to off-white pages. Est. 450-up

6822 Jungle Comics #41 (Fiction House, 1943) CGC VF- 7.5 Cream to off-white pages. Est. 150-up

6823 Jungle Comics #47 (Fiction House, 1943) CGC NM- 9.2 Off-white pages. Est. 500-up

6824 Jungle Comics #55 (Fiction House, 1944) CGC VF 8.0 Light tan to off-white pages. Est. 125-up

6825 Jungle Comics #63 (Fiction House, 1945) CGC NM- 9.2 Off-white pages. Est. 300-up

6826 Jungle Comics #73 (Fiction House, 1946) CGC VF 8.0 Light tan to off-white pages. Est. 100-up

6827 Jungle Comics #79 (Fiction House, 1946) CGC VF 8.0 Cream to off-white pages. Est. 100-up

6828 Jungle Comics #80 Big Apple pedigree (Fiction House, 1946) CGC NM+ 9.6 Off-white pages. Est. 700-up

6829 Jungle Comics #84 (Fiction House, 1946) CGC VF- 7.5 Off-white pages. Est. 75-up

6830 Jungle Comics #86 (Fiction House, 1947) CGC NM 9.4 Cream to off-white pages. Est. 550-up

6831 Jungle Comics #89 (Fiction House, 1947) CGC NM 9.4 Off-white pages. Est. 600-up

6832 Jungle Comics #90 (Fiction House, 1947) CGC VF/NM 9.0 Off-white pages. Est. 175-up

6833 Jungle Comics #91 (Fiction House, 1947) CGC NM- 9.2 Cream to off-white pages. Est. 300-up

6834 Jungle Comics #93 (Fiction House, 1947) CGC VF/NM 9.0 Cream to Off-white pages. Est. 140-up

6835 Jungle Comics #98 (Fiction House, 1948) CGC NM- 9.2 Cream to light tan pages. Est. 400-up

6836 Jungle Comics #104 (Fiction House, 1948) CGC NM- 9.2 White pages. Est. 250-up

6837 Jungle Comics #108 (Fiction House, 1948) CGC VF 8.0 Off-white pages. Est. 100-up

6838 Jungle Comics #109 (Fiction House, 1949) CGC VF- 7.5 Off-white pages. Est. 75-up

6839 Jungle Comics #120 (Fiction House, 1949) CGC VF+ 8.5 Off-white to white pages. Est. 100-up

6840 Jungle Comics #122 (Fiction House, 1950) CGC VF+ 8.5 White pages. Est. 100-up

6841 Jungle Comics #123 (Fiction House, 1950) CGC NM- 9.2 White pages. Est. 250-up

6842 Jungle Comics #126 (Fiction House, 1950) CGC VF/NM 9.0 White pages. Est. 125-up

6843 Jungle Comics #162 (Fiction House, 1954) CGC VF 8.0 Off-white to white pages. Est. 75-up

6844 Jungle Comics #163 Northford pedigree (Fiction House, 1954) CGC VF- 7.5 Off-white pages. Est. 100-up

6845 Junior #11 (Fox Features Syndicate, 1948) CGC NM+ 9.6 Off-white to white pages. Est. 2,500-up

6846 Keen Detective Funnies #9 Larson pedigree (Centaur, 1938) CGC VF- 7.5 Off-white pages. Est. 400-up

6847 Keen Detective Funnies #18 (Centaur, 1940) CGC VF- 7.5 Cream to off-white pages. Est. 350-up

6848 Keen Detective Funnies #21 (Centaur, 1940) CGC VG 4.0 Cream to off-white pages. Est. 125-up

6849 Keen Detective Funnies vol. 3 #1 Larson pedigree (Centaur, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 750-up

6850 Keen Detective Funnies vol. 2 #3 (Centaur, 1939) CGC VF 8.0 Cream to off-white pages. Est. 400-up

6851 Keen Detective Funnies vol. 2 #7 (Centaur, 1939) CGC Apparent VF/NM 9.0 Moderate (P) Cream to off-white pages. Est. 600-up

6852 Kid Eternity #1 Mile High pedigree (Quality, 1946) CGC NM 9.4 White pages. Est. 2,600-up

6853 Kite Fun Book #nn (Southern California Edison Co., 1954) CGC NM 9.4 Cream to off-white pages. Est. 4,000-up

6854 Lightning Comics #5 Mile High pedigree (Ace, 1941) CGC FN/VF 7.0 Off-white to white pages. Est. 900-up

6855 Little Giant Movie Funnies #1 (Centaur, 1938) Condition: VF. Est. 450-up

6856 Lone Ranger Lot (Dell, 1945). Est. 480-up

6857 Lone Ranger Comics #1 Poster Variant (Lone Ranger Inc., 1939) CGC FN+ 6.5 Off-white to white pages. Est. 3,000-up

6858 Magic Comics #1 (David McKay Publications, 1939) CGC VF/NM 9.0 Off-white to white pages. Est. 2,400-up

6859 Major Hoople Comics #1 Mile High pedigree (Nedor Publications, 1943) CGC NM 9.4 Off-white to white pages. Est. 1,500-up

6860 Major Victory #3 (H. Clay Glover Company, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 250-up

6861 Mammoth Comics #1 (Whitman Publishing Co., 1938) Condition: VG. Est. 380-up

6862 March of Comics #4 (King Features Syndicate, 1947) CGC Apparent VF 8.0 Slight (P) Off-white to white pages. Est. 3,000-up

6863 March of Comics #4 (King Features Syndicate, 1947) CGC Apparent VG 4.0 Moderate (P) Off-white to white pages. Est. 800-up

6864 March of Comics #41 (King Features Syndicate, 1949) CGC VF 8.0 Off-white to white pages. Est. 2,000-up

6865 The Marvel Family #1 (Fawcett, 1945) CGC FN 6.0 Cream to off-white pages. Est. 400-up

6866 Mary Marvel Comics #1 (Fawcett, 1945) CGC VF+ 8.5 Off-white pages. Est. 1,000-up

6867 Mary Marvel Comics #3 Mile High pedigree (Fawcett, 1946) CGC NM 9.4 White pages. Est. 2,200-up

6868 Mask Comics #1 Mile High pedigree (Rural Home, 1945) CGC Apparent NM 9.4 Slight (A) Off-white to white pages. Est. 7,500-up

6869 Smash Comics #2 Mile High pedigree (Quality, 1939) CGC VF/NM 9.0 White pages. Est. 3,800-up

6870 Top-Notch Comics #42 Mile High pedigree (MLJ, 1943) CGC VF 8.0 White pages.. Est. 1,400-up

SESSION FOUR - PART ONE
SATURDAY, JULY 6, 2002 • 6:00 PM
LOTS 6871-7180

MOVIE POSTERS

6871 Sons of the Desert (MGM, 1933). Est. 5,000-7,000

6872 Out of the Fog (Metro, 1919). Est. 100-200

6873 Beau Geste (Paramount, 1939). Est. 2,000-3,000

6874 Beau Geste (Paramount, 1926). Est. 3,500-5,500

6875 Sailor Made Man (Associated Exhibitors, 1921). Est. 2,500-3,500

6876 Hell Divers (MGM, 1932). Est. 900-1,100

6877 A Farewell To Arms (Paramount, 1932). Est. 2,500-3,500

6878 Rembrandt (United Artists, 1936). Est. 800-1,000

6879 Wee Willie Winkie (20th Century Fox, 1937). Est. 1,000-1,500

6880 Love Under Fire (Twentieth Century Fox, 1937). Est. 400-600

6881 Jezebel (Warner Brothers, 1938). Est. 1,200-1,800

6882 Dark Victory (Warner Brothers, 1939). Est. 8,000-10,000

6883 Desperate Journey (Warner Brothers, 1942). Est. 300-600

6884 Adventures of Robin Hood (Warner Brothers, 1938). Est. 1,500-1,800

6885 Adventures of Robin Hood (Warner Brothers, 1938) Est. 20,000-25,000

6886 Unconquered (Paramount, 1947). Est. 500-700

6887 Quo Vadis (MGM, 1951). Est. 200-400

6888 Ten Commandments, The (Paramount, 1956). Est. 500-700

6889 Raintree County (MGM, 1957). Est. 300-500

6890 Scaramouche (MGM, 1952). Est. 200-400

6891 Mr. Moto's Gamble (20th Century Fox, 1938). Est. 1,600-2,000

6892 Hound Of The Baskervilles, The (20th Century Fox, 1939). Est. 1,200-1,500

6893 Sherlock Holmes Faces Death (Universal, 1943). Est. 300-400

6894 Scarlet Claw (Universal, 1944). Est. 800-1,000

6895 Pearl of Death (Universal, 1944). Est. 300-400

6896 Charlie Chan at the Olympics (20th Century Fox, 1937). Est. 400-600

6897 Dead Men Tell (20th Century Fox, 1941). Est. 500-700

6898 Shanghai Cobra (Monogram, 1945). Est. 400-600

6899 Red Dragon (Monogram, 1945). Est. 400-600

6900 Best Bad Man, The (Fox, 1925). Est. 800-1,200

6901 Life of Buffalo Bill, The (Pawnee Bill Film Co., 1912). Est. 1,500-2,000

6902 Apache Trail (MGM, 1943). Est. 300-600

6903 Law Of The 45's (Normandy, 1935). Est. 300-500

6904 Gunsmoke Ranch (Republic, 1937). Est. 400-600

6905 Oh Susanna (Republic, 1951). Est. 1,000-1,500

6906 Back in the Saddle (Republic, 1941). Est. 700-900

6907 Eyes of Texas (Republic, 1948). Est. 400-600

6908 Sunset on the Desert (Republic, 1942). Est. 350-550

6909 Winchester '73 (Universal International, 1950). Est. 1,500-2,000

6910 Winchester '73 (Universal International R-1958). Est. 300-500

6911 Bend Of The River (Universal, 1952). Est. 600-800

6912 Broken Arrow (20th Century Fox, 1950). Est. 500-700

6913 Manpower (Warner Brothers, 1941). Est. 150-250

6914 Brother Orchid (Warner Brothers, 1940). Est. 400-600

6915 Beat the Devil (United Artists, 1954). Est. 200-300

6916 All Through the Night (Warner Brothers, 1942). Est. 1,000-1,200

6917 Action in the North Atlantic (Warner Brothers, 1943). Est. 100-200

6918 Gangs Of Chicago (Republic, 1940). Est. 200-300

6919 Conspirator (Loew's, 1949). Est. 200-300

6920 Miss Sadie Thompson (Columbia, 1953). Est. 400-600

6921 Gilda(Columbia, 1946). Est. 2,000-3,000

6922 Killers, The (Universal, 1946). Est. 700-900

6923 Touch Of Evil (Universal, 1958). Est.. 2,000-3,000

6924 Laura (20th Century Fox 1944). Est. 6,000-8,000

6925 Blonde Ice (Film Classics, Inc., 1948). Est. 400-600

6926 Side Street (MGM, 1950). Est. 250-450

6927 Fallen Angel (Twentieth Century Fox, 1941). Est. 100-200

6928 Chinatown (Paramount, 1974). Est. 200-300

6929 Window Card Lot (Various, 1940). Est. 150-250

6930 Paradine Case, The (Selznick Releasing Organization, Inc., 1947). Est. 300-500

6931 Marnie (Universal, 1964). Est. 250-450

6932 Man Who Knew Too Much, The (Paramount, 1956). Est. 350-550

6933 Birds, The (Universal, 1963). Est. 500-700

6934 North by Northwest (MGM, 1959). Est. 300-500

6935 To Catch a Thief (Paramount, 1955). Est. 500-700

6936 To Catch a Thief (Paramount, 1955). Est. 400-600

6937 Birds, The (Universal, 1963). Est. 500-800

6938 Easy Rider (Columbia, 1969). Est. 200-400

6939 Easy Rider (Columbia, 1969). Est. 500-800

6940 Midnight Cowboy (United Artists, 1969). Est. 300-500

6941 Apocalypse Now (United Artists, 1979). Est. 250-450

6942 Taxi Driver (Columbia, 1976). Est. 400-600

6943 Bonnie and Clyde (Warner Brothers, 1967). Est. 250-450

6944 Bonnie and Clyde (Warner Brothers, 1967). Est. 600-800

6945 Bonnie and Clyde (Warner Brothers, 1967). Est. 250-450

6946 Two-Lane Blacktop (Universal, 1971). Est. 350-550

6947 Raging Bull (United Artists, 1980). Est. 100-200

6948 Last Picture Show, The (Columbia, 1971). Est. 100-200

6949 Jaws (Universal, 1975). Est. 350-550

6950 Jaws 2 (Universal, 1978). Est. 300-600

6951 Mad Love (MGM, 1935) Est. 1,800-2,800

6952 Dr.Jekyll and Mr. Hyde (Pioneer Film Corp. 1920). Est. 1,200-1,800

6953 Hunchback of Notre Dame (Universal, 1923). Est. 300-400

6954 Return of the Vampire (Columbia, 1943). Est. 600-800

6955 Brides of Dracula (Universal International, 1960). Est. 250-450

6956 Curse of the Demon (Columbia, 1957). Est. 700-900

6957 The Raven (AIP, 1963). Est. 300-400

6958 King Kong (RKO, 1933). Est. 9,000-12,000

6959 King Kong (RKO, 1933). Est. 2,500-3,500

6960 Black Cat, The (Universal, 1934) Est. 25,000-30,000

6961 Frankenstein Meets the Wolfman (Universal, 1943). Est. 750-950

6962 Ghost of Frankenstein (Universal, 1942). Est. 3,000-5,000

6963 Black Cat, The (Universal, 1934) Est. 20,000-25,000

6964 Ape, The (Monogram, 1940). Est. 400-600

6965 Horror of Dracula (Universal-International, 1958). Est. 450-650

6966 Dr. No (United Artists, 1962). Est. 800-1,000

6967 Dr. No (United Artists, 1962). Est. 900-1,200

6968 From Russia With Love (United Artists, 1963). Est. 500-700

6969 From Russia With Love (United Artists, 1963). Est. 600-800

6970 From Russia With Love (United Artists, 1963). Est. 250-450

6971 Goldfinger (United Artists, 1964). Est. 1,200-1,800

6972 You Only Live Twice (United Artists, 1967). Est. 400-600

6973 You Only Live Twice (United Artists, 1967). Est. 500-700

6974 You Only Live Twice (United Artists, 1967). Est. 300-500

6975 On Her Majesty's Secret Service (United Artists, 1969). Est. 200-400

6976 On Her Majesty's Secret Service (United Artists, 1969). Est. 400-600

6977 Live and Let Die (United Artists, 1973). Est. 200-400

6978 Man With the Golden Gun (United Artists, 1974). Est. 200-400

6979 Lion Man (Normandy, 1936). Est. 400-600

6980 Winking Idol (Universal, 1926). Est. 800-1,200

6981 New Adventures of Tarzan, The (Burroughs-Tarzan-Enterprise, 1935). Est. 3,200-4,200

6982 Queen Of The Jungle (Screen Attractions Corp., 1935). Est. 200-400

6983 Adventures of Captain Marvel (Republic, 1941). Est. 1,500-2,000

6984 Spy Smasher Chapter#1 (Republic, 1942). Est. 800-1,200

6985 Jack Armstrong, All American Boy (Columbia, 1940). Est. 400-600

6986 Cimarron (RKO, 1931). Est. 2,800-3,800

6987 It Happened One Night (Columbia, R-1946). Est. 700-1,000

6988 Mutiny On The Bounty (MGM, 1935). Est. 1,000-1,200

6989 You Can't Take It With You (Columbia, 1938). Est. 1,400-1,800

6990 Gone With the Wind (MGM, 1939). Est. 9,000-11,000

6991 How Green Was My Valley (20th Century Fox, R-1946). Est. 250-350

6992 Best Years of Our Lives (RKO, 1946). Est. 600-800

6993 Best Years of Our Lives (RKO, 1946). Est. 600-800

6994 Gentleman's Agreement (20th Century Fox, 1947). Est. 700-900

6995 Gentleman's Agreement (20th Century Fox, 1947). Est. 250-450

6996 All About Eve (20th Century Fox, 1950). Est. 700-900

6997 An American In Paris (MGM, 1951). Est. 700-900

6998 From Here To Eternity (Columbia, 1953). Est. 800-1,000

6999 On the Waterfront (Columbia, 1954). Est. 900-1,200

7000 Bridge On The River Kwai (Columbia, 1958). Est. 500-700

7001 Apartment, The (United Artists, 1960). Est. 400-600

7002 West Side Story (United Artists, 1961). Est. 500-700

7003 Sound Of Music (20th Century Fox, 1965). Est. 500-700

7004 A Man For All Seasons (Columbia, 1966). Est. 800-1,000

7005 Oliver (Columbia, 1968). Est. 600-800

7006 The Godfather (Paramount, 1972). Est. 600-800

7007 Amadeus (Orion, 1984). Est. 200-300

7008 Silence Of The Lambs (Orion, 1991). Est. 600-800

7009 Unforgiven (Warner Brothers, 1992). Est. 200-300

7010 Gold Diggers of 1933 (Warner Brothers, 1933). Est. 1,000-1,200

7011 Good News (MGM, 1947). Est. 300-500

7012 Pirate, The (MGM, 1948). Est. 400-600

7013 Diamond Horseshoe (Twentieth Century Fox, 1950). Est. 200-400

7014 Rhythm and Blues Revue (Studio Films, 1955). Est. 300-400

7015 Porgy and Bess (Columbia, 1959). Est. 300-500

7016 Million Dollar Mermaid (MGM, 1952). Est. 500-800

7017 Grease (Paramount, 1978). Est. 200-300

7018 Monte Carlo Baby (Filmakers Releasing Organization, R1953). Est. 300-500

7019 Roman Holiday (Paramount, 1953). Est. 1,000-1,200

7020 Sabrina (Paramount, 1954). Est. 1,000-1,200

7021 Love In The Afternoon (Allied Artists, 1957). Est. 700-900

7022 Funny Face (Paramount, 1957). Est. 600-800

7023 Breakfast At Tiffany's (Paramount, 1961). Est. 4,000-5,000

7024 Breakfast At Tiffany's (Paramount, 1961). Est. 2,500-3,000

7025 My Fair Lady (Warner Brothers, 1964). Est. 300-400

7026 Ces Voyous d'hommes (Le Union de Producteurs, 1953). Est. 400-600

7027 An Affair to Remember (20th Century Fox, 1957). Est. 350-650

7028 Dirty Harry (Warner Brothers, 1971). Est. 400-600

7029 Magnum Force (Warner Brothers, 1973). Est. 300-500

7030 Magnum Force/Dirty Harry combo (Warner Brothers, 1973). Est. 250-450

7031 Magnum Force (Warner Brothers, 1973). Est. 250-350

7032 Magnum Force (Warner Brothers, 1973). Est. 400-600

7033 A Fistful of Dollars (United Artists, 1967). Est. 600-800

7034 A Fistful of Dollars (United Artists, 1964). Est. 300-400

7035 For a Few Dollars More (United Artists, 1967). Est. 400-600

7036 Good, the Bad, and the Ugly, The (United Artists, 1968). Est. 300-500

7037 Hang 'Em High (United Artists, 1968). Est. 175-275

7038 High Plains Drifter (Universal, 1973). Est. 200-300

7039 Outlaw Josey Wales, The (Warner Brothers, 1976). Est. 400-600

7040 Outlaw Josey Wales, The (Warner Brothers, 1976) Est. 300-400

7041 Old Corral (Republic, 1936). Est. 900-1,200

7042 Yodeling Kid from Pine Ridge (Republic, 1937). Est. 500-800

7043 Shooting High (20th Century Fox, 1940). Est. 300-500

7044 South of the Border (Republic, 1939). Est. 400-600

7045 Mountain Rhythm (Republic, 1939). Est. 350-550

7046 Rovin' Tumbleweeds (Republic, 1939). Est. 350-550

7047 Singing Hill (Republic, 1941). Est. 400-600

7048 War Of The Wildcats (Republic, 1943). Est. 300-500

7049 Searchers, The (Warner Brothers, 1956). Est. 1,000-1,500

7050 Searchers, The (Warner Brothers, 1956). Est. 800-1,000

7051 Fort Apache (RKO, 1948). Est. 500-700

7052 Colorado (Republic, 1940). Est. 350-550

7053 San Fernando Valley (Republic, 1944). Est. 400-600

7054 Badman of Deadwood (Republic, 1941). Est. 350-550

7055 Gunfight at the O.K. Corral (Paramount, 1957). Est. 250-450

7056 Wall Street Cowboy (Republic, 1939). Est. 900-1,400

7057 Masked Rider, The (Universal, 1941). Est. 250-350

7058 Timber War (Ambassador Pictures, 1935). Est. 800-1,200

7059 Davy Crockett (Buena Vista, 1955). Est. 400-600

7060 Shootist, The (Paramount, 1976). Est. 250-350

7061 Butch Cassidy and the Sundance Kid (20th Century Fox, 1969). Est. 400-600

7062 Pat Garrett and Billy the Kid (MGM, 1973). Est. 200-400

7063 Sergeant's Three (United Artists, 1962). Est. 300-500

7064 Jailhouse Rock (MGM, 1957). Est. 1,500-1,800

7065 G.I. Blues (Paramount, 1960). Est. 400-600

7066 Mondo Cane (Times, 1963). Est. 300-500

7067 Pillow Talk (Universal, 1959). Est. 400-600

7068 Robin and the Seven Hoods (Warner Brothers, 1964). Est. 300-400

7069 Bedazzled (20th Century Fox, 1967). Est. 125-200

7070 Munster, Go Home (Universal, 1966). Est. 200-300

7071 A Hard Day's Night (United Artists, 1964). Est. 500-700

7072 High School Hellcats (AIP, 1958). Est. 200-400

7073 Daddy-O (AIP, 1959). Est. 300-500

7074 Don't Knock The Rock (Columbia, 1957). Est. 300-600

7075 Thunder Road (United Artists, 1958). Est. 300-500

7076 Rebel Without a Cause (Warner Brothers, 1955). Est. 4,000-5,000

7077 Ub Iwerks (Powers ComiColor Cartoons, 1935). Est. 900-1,200

7078 Crazy Over Daisy (RKO 1950). Est. 1,200-1,500

7079 Lucky Number (RKO, 1951). Est. 1,600-2,000

7080 Let's Stick Together (RKO, 1952). Est. 1,200-1,500

7081 Donald's Camera (RKO, 1941). Est. 4,000-5,000

7082 Donald Applecore (RKO, 1952). Est. 1,000-1,500

7083 Wide Open Spaces (RKO, 1947). Est. 2,500-3,000

7084 Donald's Dream Voice (RKO, 1948). Est. 1,200-1,600

7085 Mickey's Pal Pluto (United Artists, 1933) Est. 25,000-30,000

7086 Three Caballeros (RKO, 1944). Est. 250-350

7087 Saludos Amigos (RKO, 1940). Est. 100-200

7088 Bambi (RKO, 1942). Est. 250-300

7089 Cinderella (RKO, 1950). Est. 200-300

7090 Cinderella (RKO, 1950). Est. 400-600

7091 Sleeping Beauty (Buena Vista, 1959). Est. 500-750

7092 Gulliver's Travels (Paramount, 1939). Est. 350-550

7093 Popeye in "The Ace of Space" (Paramount, 1953). Est. 1,200-1,500

7094 Popeye the Sailor Meets Ali Baba's Forty Thieves (Paramount, 1937). Est. 5,500-6,000

7095 For Better Or Nurse (King Features Syndicate, 1945). Est. 350-550

7096 Merrie Melodies (Warner Brothers, 1952). Est. 500-800

7097 Mighty Mouse-TerryToon (20th Century Fox, 1955). Est. 500-800

7098 I Wanted Wings (Paramount, 1941). Est. 500-700

7099 Sullivan's Travels (Paramount, 1941). Est. 2,500-3,500

7100 Sullivan's Travels (Paramount, 1941). Est. 2,500-3,500

7101 Riders of the Purple Cows (Pathe', 1924). Est. 500-700

7102 Flaming Flappers (Pathe', 1925). Est. 500-800

7103 A Night at the Opera (MGM, 1935). Est. 1,200-1,500

7104 Three Stooges in Hot Ice (Columbia, 1955). Est. 600-800

7105 Creeps (Columbia, 1956). Est. 600-800

7106 Income Tax Sappy (Columbia, 1954). Est. 600-800

7107 Adam's Rib (MGM, 1949). Est. 300-400

7108 Long Long Trailer, The (MGM, 1954). Est. 250-350

7109 Some Like It Hot (United Artists, 1959). Est. 1,200-1,500

7110 It's a Mad , Mad, Mad, Mad World (United Artists, 1963). Est. 250-450

7111 Animal House (Universal, 1978). Est. 150-250

7112 Caddyshack (Orion, 1980). Est. 200-400

7113 A Lady Takes A Chance (RKO, 1943). Est. 300-600

7114 Human Comedy, The (MGM, 1943). Est. 300-400

7115 Miracle of the Bells (RKO, 1948). Est. 300-500

7116 Great Escape, The (United Artists, 1963). Est. 400-600

7117 Guadalcanal Diary (20th Century Fox, 1943). Est. 150-250

7118 Cat Women Of the Moon (Astor, 1954). Est. 300-500

7119 Not of this Earth (Allied Artists, 1957). Est. 500-800

7120 Terror from the Year 5000 (American International, 1958). Est. 400-600

7121 Teenagers from Outer Space (Warner Brothers, 1959). Est. 250-350

7122 Astounding She Monster (American International, 1958). Est. 850-1,150

7123 Mysterians, The (MGM, 1959). Est. 200-300

7124 Man from Planet X (United Artists, 1951). Est. 2,500-3,500

7125 Day the Earth Stood Still (20th Century Fox, 1951). Est. 6,000-8,000

7126 Day the Earth Stood Still (20th Century Fox, 1951). Est. 10,000-12,000

7127 War of the Worlds (Paramount, 1953). Est. 500-700

7128 Rodan! The Flying Monster (Toho/ RKO 1957). Est. 300-400

7129 Beast From 20,000 Fathoms (Warner Brothers, 1953). Est. 600-800

7130 Them (Warner Brothers, 1954). Est. 800-1,000

7131 Tobor the Great (Republic, 1954). Est. 900-1,100

7132 Tobor the Great (Republic 1954). Est. 1,800-2,400

7133 Earth Versus the Flying Saucers (Columbia, 1956). Est. 400-600

7134 Earth vs. the Flying Saucers(Columbia, 1956). Est. 400-600

7135 Earth vs. the Flying Saucers (Columbia, 1956). Est. 600-800

7136 Attack of the 50ft. Woman (Allied Artists, 1958). Est. 3,000-4,000

7137 Day the World Ended (American Releasing Corp., 1956). Est. 250-450

7138 Amazing Transparent Man (Miller-Consolidated Pictures, 1959). Est. 100-200

7139 Forbidden Planet (Loews - MGM, 1956). Est. 4,000-6,000

7140 Forbidden Planet (Loews - MGM, 1956). Est. 2,500-3,000

7141 Beast with 1, 000, 000 Eyes! (American Releasing Corp., 1955). Est. 600-800

7142 This Island Earth (Universal, 1955). Est. 900-1,200

7143 Satellite In The Sky (Warner Brothers, 1956). Est. 100-200

7144 Man Beast (Associated Producers, Inc., 1956). Est. 300-500

7145 Tarantula (Universal, 1955). Est. 1,000-1,200

7146 Revenge Of The Creature (Universal, 1955). Est. 900-1,200

7147 Creature Walks Among Us, The (Universal, 1956). Est. 700-1,000

7148 It Came From Beneath the Sea (Columbia, 1955). Est. 800-1,000

7149 It Conquered the World (American International, 1956). Est. 400-600

7150 Beginning of the End (Republic, 1957). Est. 75-100

7151 Invaders From Mars (20th Century Fox, 1953). Est. 1,000-1,500

7152 Mole People, The (Universal-International, 1956). Est. 600-800

7153 It Came From Outer Space (Universal, 1953). Est. 700-900

7154 Target Earth (Allied Artists, 1954). Est. 400-600

7155 Time Machine, The (MGM, 1960). Est. 600-800

7156 Attack of the Crab Monsters (Allied Artists, 1957). Est. 700-900

7157 Giant Behemoth (Allied Artists, 1959). Est. 150-250

7158 Phantom From 10, 000 Leagues (American Releasing Corp., 1955). Est. 200-400

7159 War of the Satellites (Allied Artists, 1958). Est. 100-150

7160 One Million Years B.C. (20th Century Fox, 1966). Est. 300-500

7161 Wasp Woman,The (The Film Group, Inc., 1959). Est. 1,000-1,200

7162 Science-Fiction Insert Lot (Various, 1950). Est. 150-250

7163 ET, The Extraterrestrial (Universal, 1982). Est. 150-250

7164 Go Ape! (20th Century Fox, 1974). Est. 400-600

7165 Star Wars (20th Century Fox, 1976). Est. 450-650

7166 Star Wars (20th Century Fox, 1976). Est. 400-600

7167 Star Wars (20th Century Fox, 1976). Est. 400-600

7168 Star Wars (20th Century Fox, 1976). Est. 600-800

7169 Revenge of the Jedi (20th Century Fox, 1982). Est. 300-500

7170 Return of the Jedi (20th Century Fox, 1983). Est. 200-400

7171 2001: A Space Odyssey (MGM, 1968) Est. 300-500

7172 2001: A Space Odyssey (MGM, 1968). Est. 450-650

7173 2001: A Space Odyssey (MGM, 1968). Est. 150-250

7174 Adventures of Robin Hood (Warner Brothers, 1938). Est. 5,000-700

7175 Adventures of Robin Hood (Warner Brothers, 1938). Est. 1,400-1,600

7176 Adventures of Robin Hood (Warner Brothers, R-1948). Est. 200-400

7177 They Died With Their Boots On (Warner Brothers, 1945). Est. 1,000-1,200

7178 Dawn Patrol (Warner Brothers, 1938). Est. 1,600-2,500

7179 Captain Blood (Warner Brothers, 1935). Est. 1,600-2,000

7180 Gentleman Jim (Warner Brothers, 1942). Est. 500-700

SESSION FOUR - PART TWO
SATURDAY, JULY 6, 2002 • 8:00 PM
LOTS 7181-7534

EC COMICS

7181 Crime Patrol #15 (EC, 1950) CGC VF 8.0 Cream to off-white pages. Est. 1,350-up

7182 Crypt of Terror #17 Gaines File pedigree (EC, 1950) CGC NM+ 9.6 Cream to off-white pages. Est. 11,000-up

7183 The Haunt of Fear #7 (EC, 1951) CGC NM 9.4 Cream to off-white pages. Est. 1,800-up

7184 The Haunt of Fear #14 Gaines File pedigree 7/12 (EC, 1952) CGC NM+ 9.6 Off-white to white pages. Est. 2,500-up

7185 The Haunt of Fear #15 Gaines File pedigree 7/12 (EC, 1952) CGC NM 9.4 Off-white pages. Est. 1,500-up

7186 The Haunt of Fear #16 Gaines File pedigree 7/11 (EC, 1952) CGC NM 9.4 Off-white to white pages. Est. 1,250-up

7187 The Haunt of Fear #17 Gaines File pedigree 7/12 (EC, 1953) CGC NM+ 9.6 White pages. Est. 2,100-up

7188 The Haunt of Fear #18 Gaines File pedigree 8/12 (EC, 1953) CGC NM 9.4 Off-white pages. Est. 1,500-up

7189 Haunt of Fear #21 Gaines File pedigree 6/10 (EC, 1953) CGC VF+ 8.5 White pages. Est. 420-up

7190 Impact #1 Gaines File pedigree 3/12 (EC, 1955) CGC NM 9.4 Cream to off-white pages. Est. 800-up

7191 Impact #2 Gaines File pedigree 3/12 (EC, 1955) CGC NM 9.4 Cream to off-white pages. Est. 400-up

7192 Impact #3 Gaines File pedigree 3/12 (EC, 1955) CGC NM 9.4 Cream to off-white pages. Est. 400-up

7193 Impact #4 Gaines File pedigree 3/12 (EC, 1955) CGC NM 9.4 Cream to off-white pages. Est. 400-up

7194 Impact #5 Gaines File pedigree 3/12 (EC, 1955) CGC NM 9.4 Cream to off-white pages. Est. 400-up

7195 Mad #1 Mile High pedigree (EC, 1952) CGC GD/VG 3.0 White pages. Est. 1,000-up

7196 Mad #2 (EC, 1952) CGC VF/NM 9.0 Off-white pages. Est. 1,200-up

7197 Saddle Justice #7 (EC, 1949) CGC VF/NM 9.0 Cream to off-white pages. Est. 500-up

7198 Shock SuspenStories #1 Gaines File pedigree 8/11 (EC, 1952) CGC NM/MT 9.8 Off-white to white pages. Est. 10,000 -up

7199 Shock SuspenStories #2 Gaines File pedigree 7/10 (EC, 1952) CGC NM/MT 9.8 Off-white to white pages. Est. 5,000 -up

7200 Shock SuspenStories #3 Gaines File pedigree 9/12 (EC, 1952) CGC NM 9.4 Off-white pages. Est. 1,500 up

7201 Shock SuspenStories #4 Gaines File pedigree 9/12 (EC, 1952) CGC NM 9.4 Off-white to white pages. Est. 1,500 up

7202 Shock SuspenStories #5 Gaines File pedigree 6/7 (EC, 1952) CGC NM+ 9.6 Off-white pages. Est. 2,500 up

7203 Shock SuspenStories #6 Gaines File pedigree 9/12 (EC, 1952) CGC NM 9.4 Off-white to white pages. Est. 2,100 -up

7204 Shock SuspenStories #7 Gaines File pedigree 8/11 (EC, 1953) CGC NM+ 9.6 Off-white pages. Est. 3,750 -up

7205 Shock SuspenStories #8 Gaines File pedigree 9/12 (EC, 1953) CGC NM+ 9.6 Off-white to white pages. Est. 2,000 -up

7206 Shock SuspenStories #9 Gaines File pedigree 8/11 (EC, 1953) CGC NM+ 9.6 Off-white to white pages. Est. 1,800 -up

7207 Shock SuspenStories #10 Gaines File pedigree 9/12 (EC, 1953) CGC NM+ 9.6 White pages. Est. 2,000 -up

7208 Shock SuspenStories #11 Gaines File pedigree 8/11 (EC, 1953) CGC NM 9.4 White pages. Est. 1,550 -up

7209 Shock SuspenStories #12 Gaines File pedigree 9/12 (EC, 1953) CGC VF/NM 9.0 White pages. Est. 1,200 -up

7210 Shock SuspenStories #13 Gaines File pedigree 9/12 (EC, 1954) CGC VF/NM 9.0 White pages. Est. 1,200 -up

7211 Shock SuspenStories #14 Gaines File pedigree 9/12 (EC, 1954) CGC NM- 9.2 Off-white to white pages. Est. 850 -up

7212 Shock SuspenStories #15 Gaines File pedigree 9/12 (EC, 1954) CGC NM- 9.2 Off-white to white pages. Est. 800 -up

7213 Shock SuspenStories #16 Gaines File pedigree 9/12 (EC, 1954) CGC NM+ 9.6 Off-white to white pages. Est. 1,500 -up

7214 Shock SuspenStories #17 Gaines File pedigree 9/12 (EC, 1954) CGC NM- 9.2 Off-white to white pages. Est. 700 up

7215 Tales From the Crypt #23 (EC, 1951) CGC FN- 5.5 Cream to off-white pages. Est. 200-up

7216 Tales From the Crypt #24 Gaines File pedigree 7/12 (EC, 1951) CGC NM 9.4 Off-white pages. Est. 1,000-up

7217 Tales From the Crypt #40 Gaines File pedigree 7/12 (EC, 1954) CGC NM- 9.2 Off-white pages. Est. 1,000-up

7218 Tales of Terror Annual #2 (EC, 1952) CGC VF- 7.5 Off-white pages. Est. 950-up

7219 Tales of Terror Annual #3 (EC, 1953) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,500-up

7220 Tales of Terror Annual #3 (EC, 1953) Condition: GD Est. 125-up

7221 Tales of Terror Annual lot (EC, 1952-53). Est. 400-up

7222 Two-Fisted Tales #18 Gaines File pedigree 6/7 (EC, 1950) CGC NM 9.8 Off-white pages. Est. 10,000-up

7223 Two-Fisted Tales #19 Gaines File pedigree 7/10 (EC, 1951) CGC NM 9.4 Off-white to white pages. Est. 3,600 -up

7224 Two-Fisted Tales #20 Gaines File pedigree 6/9 (EC, 1951) CGC NM+ 9.6 Off-white pages. Est. 4,000 up

7225 Two-Fisted Tales #21 Gaines File pedigree 7/10 (EC, 1951) CGC NM+ 9.6 Off-white to white pages. Est. 2,200 up

7226 Two-Fisted Tales #22 Gaines File pedigree 7/10 (EC, 1951) CGC NM/MT 9.8 Off-white to white pages. Est. 3,750 -up

7227 Two-Fisted Tales #23 Gaines File pedigree 7/10 (EC, 1951) CGC NM+ 9.6 Off-white to white pages. Est. 2,100 -up

7228 Two-Fisted Tales #24 Gaines File pedigree 7/10 (EC, 1951) CGC NM+ 9.6 Off-white to white pages. Est. 2,100 up

7229 Two-Fisted Tales #25 Gaines File pedigree 7/10 (EC, 1952) CGC NM 9.4 Off-white pages. Est. 1,600 up

7230 Two-Fisted Tales #26 Gaines File pedigree 7/10 (EC, 1952) CGC NM+ 9.6 Cream to off-white pages. Est. 1,500 -up

7231 Two-Fisted Tales #27 Gaines File pedigree 7/10 (EC, 1952) CGC NM/MT 9.8 Off-white pages. Est. 2,100 up

7232 Two-Fisted Tales #28 Gaines File pedigree 7/10 (EC, 1952) CGC NM+ 9.6 Off-white pages. Est. 1,500 -up

7233 Two-Fisted Tales #29 Gaines File pedigree 8/11 (EC, 1952) CGC NM- 9.2 Off-white pages. Est. 700 up

7234 Two-Fisted Tales #30 Gaines File pedigree 8/11 (EC, 1952) CGC NM- 9.2 Off-white to white pages. Est. 650 up

7235 Two-Fisted Tales #31 Gaines File pedigree 6/12 (EC, 1953) CGC NM- 9.2 Off-white to white pages. Est. 650 -up

7236 Two-Fisted Tales #32 Gaines File pedigree 6/9 (EC, 1953) CGC NM- 9.2 Off-white to white pages. Est. 750 -up

7237 Two-Fisted Tales #33 Gaines File pedigree 9/12 (EC, 1953) CGC NM 9.4 Off-white to white pages. Est. 850 -up

7238 Two-Fisted Tales #34 Gaines File pedigree 8/11 (EC, 1953) CGC NM+ 9.6 White pages. Est. 1,500 -up

7239 Two-Fisted Tales #35 Gaines File pedigree 6/11 (EC, 1953) CGC VF 8.0 White pages. Est. 300 -up

7240 Two-Fisted Tales #36 Gaines File pedigree 8/11 (EC, 1954) CGC NM 9.4 White pages. Est. 750 -up

7241 Two-Fisted Tales #37 Gaines File pedigree 9/12 (EC, 1954) CGC NM 9.4 Off-white to white pages. Est. 750 -up

7242 Two-Fisted Tales #38 Gaines File pedigree 9/12 (EC, 1954) CGC NM- 9.2 White pages. Est. 600 -up

7243 Two-Fisted Tales #39 Gaines File pedigree 9/12 (EC, 1954) CGC NM+ 9.6 White pages. Est. 1,150 -up

7244 Two-Fisted Tales #40 Gaines File pedigree 9/12 (EC, 1955) CGC NM+ 9.6 Off-white to white pages. Est. 1,150 -up

7245 Two-Fisted Tales #41 Gaines File pedigree 9/12 (EC, 1955) CGC NM 9.4 Off-white to white pages. Est. 750 -up

7246 Two-Fisted Tales Annual lot (EC, 1952-1953). Est. 125-up

7247 Vault of Horror #12 (EC, 1950) CGC VF 8.0 Cream to off-white pages. Est. 3,500-up

7248 Vault of Horror #12 (EC, 1950) CGC Apparent VF/NM 9.0 Moderate (P), Cream pages. Est. 500-up

7249 Weird Fantasy #13 (#1) (EC, 1950) CGC VF 8.0 Off-white pages. Est. 1,000-up

7250 Weird Fantasy #12 (EC, 1952) CGC VF+ 8.5 Off-white to white pages. Est. 300-up

7251 Weird Science-Fantasy Annual group (EC, 1952-1953) VG Off-white pages. Est. 500-up

MISC. GOLDEN AGE (PART TWO)

7252 Master Comics #21 (Fawcett, 1941) CGC FN/VF 7.0 Off-white pages. Est. 2,000-up

7253 Master Comics #22 Rockford pedigree (Fawcett, 1942) CGC VF/NM 9.0. Est. 5,500-up

7254 Meet Corliss Archer #1 (Fox, 1948) CGC VF/NM 9.0 Off-white to white pages. Est. 975-up

7255 Mighty Midget Comics Lot (Fawcett, 1942-43). Est. 500-up

7256 Military Comics #1 (Quality, 1941) CGC FN- 5.5 White pages. Est. 2,000-up

7257 Military Comics #2 Rockford pedigree (Quality, 1941) CGC VF/NM 9.0 Off-white pages. Est. 2,300-up

7258 Military Comics #13 Rockford pedigree (Quality) CGC NM- 9.2 Cream to off-white pages. Est. 1,500-up

7259 Military Comics #15 Rockford pedigree (Quality, 1943) CGC NM- 9.2 Off-white pages. Est. 1,250-up

7260 Military Comics #19 San Francisco pedigree (Quality, 1943) CGC NM 9.4 Off-white pages. Est. 2,400-up

7261 Military Comics #20 San Francisco pedigree (Quality, 1943) CGC NM 9.4 White pages. Est. 3,000-up

7262 Military Comics #24 San Francisco pedigree (Quality, 1943) CGC NM+ 9.6 Off-white to white pages. Est. 2,000-up

7263 Military Comics #27 Mile High pedigree (Quality, 1944) CGC VF/NM 9.0 Off-white to white pages. Est. 2,000-up

7264 Military Comics #38 Mile High pedigree (Quality, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 1,800-up

7265 Military Comics #40 Mile High pedigree (Quality, 1945) CGC VF+ 8.5 Off-white to white pages. Est. 2,000-up

7266 Minute Man #2 Mile High pedigree (Fawcett, 1941) CGC VF+ 8.5 Off-white to white pages. Est. 3,200-up

7267 Modern Comics #47 Big Apple pedigree (Quality, 1946) CGC NM 9.4 White pages. Est. 1,000-up

7268 Modern Comics #49 Big Apple pedigree (Quality, 1946) CGC NM 9.4 Off-white to white pages. Est. 1,000-up

7269 Monster Crime #1 (Hillman Publications, 1952) CGC VF 8.0 Off-white to white pages. Est. 600-up

7270 Motion Picture Funnies Weekly set of #2-4 (First Funnies, Inc., 1939). Est. 650-up

7271 Mystery Comics #2 (Wise Publications, 1944) CGC FN/VF 7.0 Cream to off-white pages. Est. 250-up

7272 National Comics #42 Crowley pedigree (Quality, 1944) CGC NM 9.4 Cream to off-white pages. Est. 400-up

7273 Nickel Comics #3 (Fawcett, 1940) CGC NM+ 9.6 Off-white to white pages. Est. 3,250-up

7274 Nickel Comics #4 (Fawcett, 1940) CGC VF/NM 9.0 Cream to off-white. Est. 700-up

7275 Nickel Comics #8 Allentown pedigree (Fawcett, 1940) CGC NM- 9.2 Off-white pages. Est. 1,800-up

7276 Nickel Comics #1 Ashcan (Fawcett, 1940) CGC NM+ 9.6 White pages. Est. 10,000-up

7277 Night of Mystery #nn (Avon, 1953) CGC FN 6.0 Cream to off-white pages. Est. 100-up

7278 Nyoka the Jungle Girl #2 (Fawcett, 1945) CGC VF+ 8.5 Off-white pages. Est. 450-up

7279 Okay Comics #1 (United Features Syndicate, 1940) CGC VF+ 8.5 Cream to off-white pages. Est. 650-up

7280 Our Flag Comics #1 Mile High pedigree (Ace, 1941) CGC NM- 9.2 White pages. Est. 9,000-up

7281 Our Flag Comics #2 Mile High pedigree (Ace, 1941) CGC VF/NM 9.0 White pages. Est. 2,400-up

7282 Our Flag Comics #3 Mile High pedigree (Ace, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 1,500-up

7283 Our Gang #1 (Dell, 1942) CGC VF+ Off-white pages. Est. 1,000-up

7284 Our Gang #2 (Dell, 1942) CGC VF/NM 9.0 Off-white pages. Est. 450-up

7285 Pep #1 (MLJ, 1940) CGC VF- 7.5 Cream to off-white pages. Est. 5,000-up

7286 Pep #1 (MLJ, 1940) CGC FN/VF 7.0 White pages. Est. 3,500-up

7287 Pep #1 (MLJ, 1940) CGC VG/F 5.0 Off-white to white pages. Est. 2,000-up

7288 Pep #2 (MLJ, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,000-up

7289 Pep #10 (MLJ, 1940) CGC NM- 9.2 Cream to off-white pages. Est. 1,900-up

7290 Perfect Love #3 (Ziff-Davis, 1951) CGC NM+ 9.6 Cream to off-white pages. Est. 350-up

7291 Phantom Lady #13 (Fox, 1947) CGC VG+ 4.5 Cream to off-white pages. Est. 800

7292 Phantom Lady #15 (Fox, 1947) CGC FN/VF 7.0 Off-white pages. Est. 900-up

7293 Phil Rizzuto Baseball Hero #nn (Fawcett, 1951) CGC VF/NM 9.0 Off-white pages. Est. 550-up

7294 Planet Comics #1 Rockford pedigree (Fiction House, 1940) CGC VF- 7.5 Cream to off-white pages. Est. 5,000-up

7295 Planet Comics #2 (Fiction House, 1940) CGC VG+ 4.5 Off-white to white pages. Est. 800-up

7296 Planet Comics #3 (Fiction House, 1940) CGC FN/VF 7.0 Off-white to white pages. Est. 1,200-up

7297 Planet Comics #10 (Fiction House, 1941) CGC VF 8.0 Cream to off-white pages. Est. 1,200-up

7298 Planet Comics #11 (Fiction House, 1941) CGC VF/NM 9.0 Cream to off-white pages. Est. 2,000-up

7299 Planet Comics #16 (Fiction House, 1942) CGC VF 8.0 Cream to off-white pages. Est. 800-up

7300 Planet Comics #18 (Fiction House, 1942) CGC VF- 7.5 Cream to off-white pages. Est. 700-up

7301 Planet Comics #20 (Fiction House, 1942) CGC VF+ 8.5 Light tan to off-white pages. Est. 800-up

7302 Planet Comics #21 (Fiction House, 1942) CGC VF- 7.5 Cream to off-white pages. Est. 700-up

7303 Planet Comics #22 (Fiction House, 1943) CGC VF/NM 9.0 Off-white pages. Est. 1,300-up

7304 Planet Comics #24 Rockford pedigree (Fiction House, 1943) CGC NM- 9.2 Cream to off-white pages. Est. 2,400-up

7305 Planet Comics #25 (Fiction House, 1943) CGC VF+ 8.5 Cream to off-white pages. Est. 850-up

7306 Planet Comics #26 (Fiction House) CGC VF- 7.5 Off-white pages. Est. 500-up

7307 Planet Comics #30 Crowley pedigree (Fiction House, 1944) CGC NM 9.4 Off-white to white pages. Est. 3,500-up

7308 Planet Comics #31 (Fiction House, 1944) CGC VF 8.0 Off-white to white pages. Est. 525-up

7309 Planet Comics #32 (Fiction House, 1944) CGC VF/NM 9.0 Off-white to white pages. Est. 800-up

7310 Planet Comics #32 (Fiction House, 1944) CGC VF/NM 9.0 Cream to off-white pages. Est. 900-up

7311 Planet Comics #33 (Fiction House, 1944) CGC VF/NM 9.0 Cream to off-white pages. Est. 850-up

7312 Planet Comics #37 (Fiction House, 1945) CGC VF+ 8.5 Off-white pages. Est. 700-up

7313 Planet Comics #38 Crowley pedigree (Fiction House, 1945) CGC NM- 9.2 Off-white to white pages. Est. 1,350-up

7314 Planet Comics #39 (Fiction House, 1945) CGC VF- 7.5 Cream to off-white pages. Est. 400-up

7315 Planet Comics #41 (Fiction House, 1946) CGC VF+ 8.5 Cream to off-white pages. Est. 650-up

7316 Planet Comics #45 (Fiction House) CGC VF 8.0 Off-white pages. Est. 450-up

7317 Planet Comics #46 (Fiction House, 1947) CGC VF+ 8.5 Off-white pages. Est. 350-up

7318 Planet Comics #48 (Fiction House, 1947) CGC VF 8.0 Cream to off-white pages. Est. 400-up

7319 Planet Comics #50 (Fiction House, 1947) CGC VF 8.0 Cream to off-white pages. Est. 400-up

7320 Planet Comics #52 (Fiction House, 1948) CGC VF/NM 9.0 Cream to off-white pages. Est. 750-up

7321 Planet Comics #52 (Fiction House, 1948) CGC VF 8.0 Off-white pages. Est. 500-up

7322 Planet Comics #53 (Fiction House, 1948) CGC NM- 9.2 Off-white to white pages. Est. 1,000-up

7323 Planet Comics #54 (Fiction House, 1948) CGC VF+ 8.5 Cream to off-white pages. Est. 600-up

7324 Planet Comics #55 (Fiction House, 1948) CGC VF 8.0 Off-white pages. Est. 350-up

7325 Planet Comics #56 (Fiction House) CGC NM 9.4 Off-white pages. Est. 2,000-up

7326 Planet Comics #58 (Fiction House, 1949) CGC VF 8.0 Off-white to white pages. Est. 350-up

7327 Planet Comics #59 (Fiction House, 1949) CGC VF/NM 9.0 Off-white to white pages. Est. 650-up

7328 Planet Comics #60 (Fiction House, 1949) CGC VF 8.0 Off-white pages. Est. 375-up

7329 Planet Comics #62 (Fiction House, 1949) CGC VF+ 8.5 Cream to off-white pages. Est. 350-up

7330 Planet Comics #64 (Fiction House, 1950) CGC VF/NM 9.0 White pages. Est. 400-up

7331 Planet Comics #68 (Fiction House, 1952) CGC VF+ 8.5 Off-white pages. Est. 375-up

7332 Planet Comics #68 (Fiction House, 1952) CGC VF 8.0 Light Tan to Off-white pages. Est. 250-up

7333 Planet Comics #69 (Fiction House, 1952) CGC VF+ 8.5 Light tan to off-white pages. Est. 350-up

7334 Planet Comics #71 (Fiction House, 1953) CGC VF- 7.5 Cream to off-white pages. Est. 225-up

7335 Planet Comics Lot (Fiction House, 1941 and 1944). Est. 550-up

7336 Planet Stories #1 (Fiction House, 1939) Condition: FN- (pulp grade) Off-white to light tan pages. Est. 600-up

7337 Plastic Man #1 Rockford pedigree (Quality, 1943) CGC FN- 5.5 Cream to off-white pages. Est. 950-up

7338 Plastic Man #2 Mile High pedigree (Quality, 1944) CGC NM- 9.2 Off-white pages. Est. 4,000-up

7339 Plastic Man #3 Mile High pedigree (Quality, 1946) CGC NM 9.4 White pages. Est. 4,000-up

7340 Plastic Man #4 Mile High pedigree (Quality, 1946) CGC NM 9.4 Off-white to white pages. Est. 3,000-up

7341 Plastic Man #6 Mile High pedigree (Quality, 1946) CGC VG/FN 5.0 Off-white to white pages. Est. 400-up

7342 Plastic Man #7 Mile High pedigree (Quality, 1947) CGC VF+ 8.5 White pages. Est. 1,250-up

7343 Plastic Man #9 Mile High pedigree (Quality, 1947) CGC NM 9.4 Off-white pages. Est. 2,000-up

7344 Plastic Man #13 Mile High pedigree (Quality, 1948) CGC NM 9.4 Off-white to white pages. Est. 2,250-up

7345 Plastic Man #15 Mile High pedigree (Quality, 1949) CGC NM+ 9.6 White pages. Est. 2,400-up

7346 Plastic Man #16 Mile High pedigree (Quality, 1949) CGC VF+ 8.5 Off-white to white pages. Est. 1,000-up

7347 Plastic Man #17 Mile High pedigree (Quality, 1949) CGC VF+ 8.5 Off-white to white pages. Est. 1,000-up

7348 Plastic Man #18 Mile High pedigree (Quality, 1949) CGC NM+ 9.6 Off-white to white pages. Est. 2,100-up

7349 Plastic Man #20 Mile High pedigree (Quality, 1949) CGC NM 9.4 Off-white to white pages. Est. 2,250-up

7350 Plastic Man #26 Mile High pedigree (Quality, 1950) CGC NM 9.4 Off-white to white pages. Est. 1,900-up

7351 Plastic Man #28 Mile High pedigree (Quality, 1951) CGC VF/NM 9.0 Off-white pages. Est. 1,000-up

7352 Plastic Man #31 Mile High pedigree (Quality, 1951) CGC FN/VF 7.0 Off-white to white pages. Est. 275-up

7353 Plastic Man #34 Mile High pedigree (Quality, 1952) CGC VF+ 8.5 White pages. Est. 700-up

7354 Police Comics #1 (Quality, 1941) CGC Apparent FN/VF 7.0 Moderate (P) Cream to off-white pages. Est. 1,200-up

7355 Police Comics #2 (Quality, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 3,000-up

7356 Police Comics #30 Mile High pedigree (Quality, 1944) CGC NM 9.4 Off-white to white pages. Est. 2,500-up

7357 Police Comics #54 Mile High pedigree (Quality, 1946) CGC NM- 9.2 Off-white to white pages. Est. 850-up

7358 Police Comics #64 Mile High pedigree (Quality, 1947) CGC NM 9.4 Off-white to white pages. Est. 700-up

7359 Police Comics #75 Mile High pedigree (Quality, 1948) CGC VF/NM 9.0 Off-white pages. Est. 500-up

7360 Police Comics #76 Mile High pedigree (Quality, 1948) CGC NM- 9.2 Off-white to white pages. Est. 650-up

7361 Police Comics #83 Mile High pedigree (Quality, 1948) CGC NM+ 9.6 Off-white to white pages. Est. 1,250-up

7362 Popular Comics #57 Mile High pedigree (Dell, 1940) CGC NM- 9.2 Off-white pages. Est. 800-up

7363 Power Comics #3 (Holyoke Publications, 1944) CGC VG 4.0 Cream to off-white pages. Est. 300-up

7364 Prize Comics #5 Mile High pedigree (Feature, 1940) CGC VF 8.0 White pages. Est. 1,500-up

7365 Prize Comics #20 Mile High pedigree (Feature, 1942) CGC NM 9.4 Off-white pages. Est. 2,100-up

7366 Punch Comics #16 Big Apple pedigree (Chesler, 1946) CGC VF/NM 9.0 White pages. Est. 500-up

7367 Racket Squad in Action #12 (Charlton, 1954) CGC VF/NM 9.0 Off-white pages. Est. 600-up

7368 Rangers Comics #13 Pennsylvania pedigree (Fiction House, 1943) CGC NM 9.4 Off-white pages. Est. 1,000-up

7369 Rangers Comics #41 (Fiction House, 1948) CGC NM 9.4 Off-white pages. Est. 450-up

7370 Real Heroes Comics #1 Mile High pedigree (Parents' Magazine Institute, 1941) CGC NM- 9.2 Off-white to white pages. Est. 800-up

7371 Red Dragon Comics #3 Mile High pedigree (Street and Smith, 1948) CGC VF/NM 9.0 Off-white pages. Est. 1,800-up

7372 Red Ryder Comics #1 (Hawley Publications, 1940) CGC VG+ 4.5 Cream to off-white pages. Est. 600-up

7373 Rocket Comics #1 Denver pedigree (Hillman Publications, 1940) CGC VF/NM 9.0 Cream to off-white pages. Est. 2,500-up

7374 Rocket Comics #1 (Hillman Publications, 1940) CGC Apparent VF/NM 9.0 Extensive (P) Off-white pages. Est. 500-up

7375 Rocket Kelly #5 Cosmic Aeroplane pedigree (Fox Features Syndicate, 1946) CGC FN/VF 7.0 Off-white pages. Est. 175-up

7376 Rocket to the Moon #nn (Avon, 1951) CGC VF 8.0 Off-white pages. Est. 650-up

7377 Samson Lot (Fox Features Syndicate, 1940-41). Est. 600-up

7378 Science Comics #3 (Fox, 1940) CGC FN/VF 7.0 Off-white pages. Est. 600-up

7379 Science Comics #6 (Fox, 1940) CGC VF 8.0 Off-white to white pages. Est. 500-up

7380 Secrets Behind The Comics #1 (Marvel, 1947) Condition: VG. Est. 100-up

7381 Shadow Comics #1 (Street and Smith, 1940) CGC VF- 7.5 Off-white pages. Est. 2,000-up

7382 Shadow Comics #1 (Street and Smith, 1940) CGC VG 4.0 Cream to off-white pages. Est. 750-up

7383 Shadow Comics #2 (Street and Smith, 1940) CGC VF+ 8.5 Off-white pages. Est. 1,250-up

7384 Shadow Comics #3 (Street and Smith, 1940) CGC VF/NM 9.0 Off-white pages. Est. 900-up

7385 Shadow Comics #5 (Street and Smith, 1940) CGC VF/NM 9.0 Off-white pages. Est. 900-up

7386 Shadow Comics vol. 2, #3 (Street and Smith, 1942) CGC VF+ 8.5 Off-white pages. Est. 650-up

7387 Shadow Comics vol. 2, #6 Mile High pedigree (Street and Smith, 1942) CGC NM+ 9.6 Off-white pages. Est. 2,800-up

7388 Shadow Comics vol. 2, #10 Mile High pedigree (Street and Smith, 1943) CGC VF- 7.5 Off-white to white pages. Est. 900-up

7389 Shadow Comics vol. 2, #11 Mile High pedigree (Street and Smith, 1943) CGC NM 9.4 Off-white pages. Est. 1,750-up

7390 Shadow Comics vol. 4, #3 Crowley pedigree (Street and Smith, 1944) CGC VF/NM 9.0 Off-white pages. Est. 500-up

7391 Shadow Comics Lot (Street and Smith, 1947-48). Est. 550-up

7392 Sheena, Queen of the Jungle #1 Rockford pedigree (Fiction House, 1942) CGC VF 8.0 Cream to off-white pages. Est. 1,250-up

7393 Sheena, Queen of the Jungle #2 Rockford pedigree (Fiction House, 1942) CGC VF/NM 9.0 Cream to off-white pages. Est. 1,000-up

7394 Sheena, Queen of the Jungle #4 (Fiction House, 1948) CGC VF/NM 9.0 Off-white pages. Est. 400-up

7395 Sheena, Queen of the Jungle #5 (Fiction House, 1949) CGC VF 8.0 Off-white to white pages. Est. 300-up

7396 Sheena, Queen of the Jungle #7 Rockford pedigree (Fiction House, 1942) CGC VF 8.0 Off-white pages. Est. 200-up

7397 Shield-Wizard Comics #1 (MLJ, 1940) CGC VG- 3.5 Cream to off-white pages. Est. 600-up

7398 Shield-Wizard Comics #3 Rockford pedigree (MLJ, 1941) CGC VF+ 8.5 Off-white to white pages. Est. 950-up

7399 Shield-Wizard Comics #6 Mile High pedigree (MLJ, 1941) CGC VF/NM 9.0 Off-white to white pages. Est. 4,000-up

7400 Shield-Wizard Comics #6 (MLJ, 1941) CGC VF/NM 9.0 White pages. Est. 1,000-up

7401 Shield-Wizard Comics #7 Rockford pedigree (MLJ, 1942) CGC VF/NM 9.0 Off-white pages. Est. 1,000-up

7402 Shield-Wizard Comics #11 Rockford pedigree (MLJ, 1943) CGC NM- 9.2 Off-white to white pages. Est. 1,400-up

7403 Silver Streak Comics #1 (Lev Gleason, 1939) CGC VF/NM 9.0 Cream to off-white pages. Est. 12,000-up

7404 Silver Streak Comics #2 (Lev Gleason, 1940) CGC NM- 9.2 Cream to off-white pages. Est. 6,000-up

7405 Silver Streak Comics #2 Mile High pedigree (Lev Gleason, 1940) CGC FN/VF 7.0 White pages. Est. 4,000-up

7406 Silver Streak Comics #2 Larson pedigree (Lev Gleason, 1940) CGC Apparent FN 6.0 Off-white to white pages. Est. 800-up

7407 Silver Streak Comics #3 (Lev Gleason, 1940) CGC Apparent VF 8.0 Slight (P) Cream to off-white pages. Est. 500-up

7408 Silver Streak Comics #4 Mile High pedigree (Lev Gleason, 1940) CGC NM/MT 9.8 White pages. Est. 12,500-up

7409 Silver Streak Comics #4 (Lev Gleason, 1940) CGC FN 6.0 Off-white pages. Est. 400-up

7410 Silver Streak Comics #5 Mile High pedigree (Lev Gleason, 1940) CGC VF/NM 9.0 White pages. Est. 4,500-up

7411 Silver Streak Comics #5 (Lev Gleason, 1940) CGC VF/NM 9.0 Cream to off-white pages. Est. 2,000-up

7412 Silver Streak Comics #6 (Lev Gleason, 1940) CGC VG+ 4.5 Cream to off-white pages. Est. 2,000-up

7413 Silver Streak Comics #7 (Lev Gleason, 1941) CGC VF 8.0 Off-white pages. Est. 4,000-up

7414 Silver Streak Comics #7 (Lev Gleason, 1941) CGC VF- 7.5 Cream to off-white pages. Est. 5,000-up

7415 Silver Streak Comics #9 (Lev Gleason, 1941) CGC FN/VF 7.0 Off-white to white pages. Est. 800-up

7416 Silver Streak Comics #9 (Lev Gleason, 1941) CGC Apparent VF- 7.5 Slight (A) Off-white to white pages. Est. 400-up

7417 Silver Streak Comics #10 (Lev Gleason, 1941) CGC VF- 7.5 Off-white to white pages. Est. 1,000-up

7418 Silver Streak Comics #18 Mile High pedigree (Lev Gleason, 1942) CGC NM 9.4 Off-white to white pages. Est. 2,100-up

7419 Silver Streak Comics #19 Mile High pedigree (Lev Gleason, 1942) CGC NM 9.4 White pages. Est. 2,200-up

7420 Silver Streak Comics #20 Mile High pedigree (Lev Gleason, 1942) CGC NM 9.4 Off-white to white pages. Est. 2,000-up

7421 Silver Streak Comics #23 Mile High pedigree (Lev Gleason, 1946) CGC NM+ 9.6 Off-white to white pages. Est. 2,250-up

7422 Slam-Bang Comics #1 Mile High pedigree (Fawcett, 1940) CGC VF+ 8.5 White pages. Est. 4,500-up

7423 Slave Girl Comics #2 (Avon, 1949) CGC VF/NM 9.0 Cream to off-white pages. Est. 600-up

7424 Smash Comics #1 Mile High pedigree (Quality, 1939) CGC VF/NM 9.0 White pages. Est. 6,500-up

7425 Smash Comics #1 (Quality, 1939) CGC VF- 7.5 Cream to off-white pages. Est. 1,500-up

7426 Smash Comics #3 Mile High pedigree (Quality, 1939) CGC VF/NM 9.0 Off-white pages. Est. 2,400-up

7427 Smash Comics #4 Mile High pedigree (Quality, 1939) CGC NM- 9.2 Off-white to white pages. Est. 2,200-up

7428 Smash Comics #6 Mile High pedigree (Quality, 1940) CGC NM 9.4 White pages. Est. 1,800-up

7429 Smash Comics #7 Mile High pedigree (Quality, 1940) CGC NM+ 9.6 Off-white to white pages. Est. 2,200-up

7430 Smash Comics #9 Mile High pedigree (Quality, 1940) CGC NM 9.4 White pages. Est. 1,800-up

7431 Smash Comics #10 Mile High pedigree (Quality, 1940) CGC NM- 9.2 White pages. Est. 1,800-up

7432 Smash Comics #29 Mile High pedigree (Quality, 1941) CGC NM+ 9.6 White pages. Est. 3,500-up

7433 Smash Comics #31 Mile High pedigree (Quality, 1942) CGC NM 9.4 Off-white to white pages. Est. 2,100-up

7434 Smash Comics #32 Mile High pedigree (Quality, 1942) CGC NM- 9.2 White pages. Est. 1,575-up

7435 Smash Comics #33 Mile High pedigree (Quality, 1942) CGC NM- 9.2 Off-white to white pages. Est. 2,000-up

7436 Smash Comics #58 Mile High pedigree (Quality, 1945) CGC NM- 9.2 Off-white pages. Est. 800-up

7437 Space Adventures #12 River City pedigree (Charlton, 1954) CGC VF 8.0 Off-white to white pages. Est. 625-up

7438 Space Detective #3 Aurora pedigree (Avon, 1952) CGC FN 6.0 Off-white to white pages. Est. 100-up

7439 Sparkler Comics #1 (United Features Syndicate, 1940) CGC FN 6.0 Cream to off-white pages. Est. 550-up

7440 Sparky Watts #1 (Eastern Color, 1942) CGC VG/FN 5.0 Off-white pages. Est. 200-up

7441 Special Comics #1 (MLJ, 1941) CGC VG 4.0 Cream to off-white pages. Est. 450-up

7442 Special Edition Comics #1 Carson City pedigree (Fawcett, 1940) CGC VF/NM 9.0 Cream to off-white pages. Est. 10,000-up

7443 Speed Comics #13 Cosmic Aeroplane pedigree (Harvey, 1941) CGC FN- 5.5 Off-white pages. Est. 200-up

7444 Speed Comics #43 (Harvey, 1946) CGC VF 8.0 Cream to off-white pages. Est. 350-up

7445 The Spirit #22 (Quality, 1950) CGC FN/VF 7.0 Cream to off-white pages. Est. 500-up

7446 Sports Action #2 Double Cover (Atlas, 1950) CGC NM 9.4 Cream to off-white pages. Est. 1,200-up

7447 Spy Smasher #1 (Fawcett, 1941) CGC FN- 5.5 Cream to off-white pages. Est. 800-up

7448 Spy Smasher #2 (Fawcett, 1941) CGC NM- 9.2 Off-white pages. Est. 3,000-up

7449 Star Ranger #8 Mile High pedigree (Centaur, 1937) CGC NM 9.4 Off-white to white pages. Est. 2,100-up

7450 Stars and Stripes Comics #2 (#1) Larson pedigree (Centaur, 1941) CGC NM 9.4 White pages. Est. 6,000-up

7451 Startling Comics #1 (Better Publications, 1940) CGC NM- 9.2 White pages. Est. 6,000-up

7452 Startling Comics #49 (Better Publications, 1948) CGC VF 8.0 Light tan to off-white pages. Est. 2,500-up

7453 Startling Comics #52 (Better Publications, 1948) CGC VF/NM 9.0 Off-white pages. Est. 575-up

7454 Strange Worlds #9 (Avon, 1952) CGC FN/VF 7.0 Off-white to white pages. Est. 125-up

7455 Stuntman Comics #2 Big Apple pedigree (Harvey, 1946) CGC NM- 9.2 Off-white to white pages. Est. 700-up

7456 Super-Mystery Comics #1 (Ace, 1940) CGC VF+ 8.5 Cream to off-white pages. Est. 1,500-up

7457 Super-Mystery Comics #1 (Ace, 1940) CGC FN/VF 7.0 Cream to off-white pages. Est. 1,150-up

7458 Super-Mystery Comics vol. 4, #4 (Ace, 1944) VF 8.0 White pages. Est. 200-up

7459 Supersnipe Comics #6 Mile High pedigree (Street and Smith, 1942) CGC NM/MT 9.8 Off-white to white pages. Est. 5,000-up

7460 Supersnipe Comics #7 Mile High pedigree (Street and Smith, 1943) CGC NM+ 9.6 Off-white to white pages. Est. 2,400-up

7461 Supersnipe Comics #9 Mile High pedigree (Street and Smith, 1943) CGC NM 9.4 White pages. Est. 2,500-up

7462 Supersnipe Comics #10 Mile High pedigree (Street and Smith, 1943) CGC NM- 9.2 White pages. Est. 1,000-up

7463 Supersnipe Comics #11 Mile High pedigree (Street and Smith, 1943) CGC NM+ 9.6 Off-white to white pages. Est. 2,400-up

7464 Supersnipe Comics #12 Mile High pedigree (Street and Smith, 1943) CGC NM+ 9.6 White pages. Est. 2,400-up

7465 Supersnipe Comics #12 Pennsylvania pedigree (Street and Smith, 1943) CGC VF/NM 9.0 Off-white pages. Est. 2,600-up

7466 Supersnipe Comics vol. 2, #2 Pennsylvania pedigree (Street and Smith, 1944) CGC VF/NM 9.0 Off-white pages. Est. 500-up

7467 Supersnipe Comics vol. 2 #10 Pennsylvania pedigree (Street and Smith, 1945) CGC NM- 9.2 Off-white pages. Est. 900-up

7468 Sure-Fire Comics #3 Larson pedigree (Ace, 1940) CGC VF+ 8.5 Off-white to white pages. Est. 550-up

7469 Sure-Fire Comics #4 Allentown pedigree (Ace, 1940) CGC VF- 7.5 Off-white pages. Est. 400-up

7470 Suspense Comics #5 Mile High pedigree (Continental Magazines, 1944) CGC NM- 9.2 Off-white to white pages. Est. 5,000-up

7471 Target Comics #5 (Novelty Press, 1940) CGC VF- 7.5 White pages. Est. 2,200-up

7472 Target Comics #6 (Novelty Press, 1940) CGC Apparent FN+ 6.5 Slight (P) White pages. Est. 300-up

7473 Target Comics #7 (Novelty Press, 1940) CGC FN/VF 7.0 Off-white pages. Est. 3,000-up

7474 Target Comics #7 Rockford pedigree (Novelty Press, 1940) CGC FN- 5.5 Cream to off-white pages. Est. 2,200-up

7475 Tarzan, Edgar Rice Burroughs Lot (Dell, 1950s). Est. 600-up

7476 Terrific Comics #1 (Continental Magazines, 1944) CGC VG+ 4.5 Off-white to white pages. Est. 650-up

7477 Terrific Comics #2 (Continental Magazines, 1944) CGC VF- 7.5 Off-white to white pages. Est. 1,300-up

7478 Terrific Comics #3 Mile High pedigree (Continental Magazines, 1944) CGC VF/NM 9.0 White pages. Est. 5,000-up

7479 Terrors of the Jungle #6 Mile High pedigree (Star, 1953) CGC VF- 7.5 White pages. Est. 200-up

7480 Thrilling Comics #1 (Better Publications, 1940) CGC VF 8.0 Off-white pages. Est. 1,800-up

7481 Thrilling Comics #2 Nova Scotia pedigree (Better Publications, 1940) CGC VF- 7.5 Off-white to white pages. Est. 700-up

7482 Thrilling Comics #5 (Better Publications, 1940) CGC VF+ 8.0 Off-white pages. Est. 500-up

7483 Thrilling Comics #53 Big Apple pedigree (Better Publications, 1946) CGC NM 9.4 White pages. Est. 800-up

7484 Thrilling Comics #69 (Standard Comics, 1948) CGC VF+ 8.5 Off-white pages. Est. 350-up

7485 Thrills of Tomorrow #19 File copy (Harvey, 1955) CGC VF/NM 9.0 Cream to off-white pages. Est. 300-up

7486 Thrills of Tomorrow #20 File copy (Harvey, 1955) CGC VF/NM 9.0 Light tan to off-white pages. Est. 300-up

7487 Tip Top Comics #1 (United Features Syndicate, 1936) CGC GD+ Cream to off-white pages. Est. 1,000-up

7488 Tom Mix Comics #4 (Ralston-Purina Co., 1941) CGC VF- 7.5 Off-white pages. Est. 300-up

7489 Tom Mix Western #1 (Fawcett, 1948) CGC VF 8.0 Off-white to white pages. Est. 575-up

7490 Top-Notch Comics #2 (MLJ, 1940) CGC VF/NM 9.0 Cream to off-white pages. Est. 2,800-up

7491 Top-Notch Comics #15 (MLJ, 1941) CGC VF+ 8.5 White pages. Est. 800-up

7492 Top-Notch Comics #19 Mile High pedigree (MLJ, 1941) CGC NM+ 9.6 Off-white to white pages. Est. 5,000-up

7493 Top-Notch Comics #36 Mile High pedigree (MLJ, 1943) CGC NM- 9.2 White pages. Est. 2,000-up

7494 Top-Notch Comics #37 Mile High pedigree (MLJ, 1943) CGC NM+ 9.6 Off-white to white pages. Est. 2,400-up

7495 Top-Notch Comics #39 Mile High pedigree (MLJ, 1943) CGC NM 9.4 White pages. Est. 2,100-up

7496 Top-Notch Comics #40 Mile High pedigree (MLJ, 1943) CGC NM+ 9.6 White pages. Est. 2,400-up

7497 Top-Notch Comics #44 Mile High pedigree (MLJ, 1944) CGC NM- 9.2 White pages. Est. 2,000-up

7498 Uncle Sam Quarterly #1 (Quality, 1941) CGC VF+ 8.5 Cream to off-white pages. Est. 2,500-up

7499 Uncle Sam Quarterly #1 (Quality, 1941) CGC VF- 7.5 Off-white to white pages. Est. 1,600-up

7500 Uncle Sam Quarterly #4 Mile High pedigree (Quality, 1942) CGC NM 9.4 White pages. Est. 3,000-up

7501 Uncle Sam Quarterly #7 Mile High pedigree (Quality, 1943) CGC VF+ 8.5 Off-white to white pages. Est. 2,500-up

7502 V-Comics #1 (Fox Features Syndicate, 1942) CGC VF 8.0 Cream to off-white pages. Est. 750-up

7503 Victory Comics #1 (Hillman Publications, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 700-up

7504 Victory Comics #2 (Hillman Publications, 1941) CGC FN/VF 7.0 Cream to off-white pages. Est. 550-up

7505 Walt Disney's Comics and Stories #4 (Dell, 1941) CGC VG+ 4.5 Cream to off-white pages. Est. 325-up

7506 Wanted Comics #13 Mile High pedigree (Toytown, 1951) CGC NM 9.4 Off-white to white pages. Est. 525-up

7507 Weird Adventures #1 (P.L. Publishing Co., 1951) CGC VF+ 8.5 Off-white to white pages. Est. 450-up

7508 Weird Comics #1 (Fox, 1940) CGC FN+ 6.5 Off-white pages. Est. 1,200-up

7509 Weird Comics #3 (Fox, 1940) CGC VF- 7.5 Off-white pages. Est. 500-up

7510 Weird Comics #7 (Fox, 1940) CGC Apparent VF/NM 9.0 Moderate (P) Off-white to white pages. Est. 350-up

7511 Weird Tales of the Future #1 (Aragon, 1952) CGC VF- 7.5 Off-white pages. Est. 800-up

7512 Weird Tales of the Future #2 White Mountain pedigree (Aragon, 1952) CGC VF/NM 9.0 Off-white to white pages. Est. 4,500-up

7513 Weird Tales of the Future #7 (Aragon, 1953) CGC FN- 5.5 Off-white pages. Est. 300-up

7514 Western Picture Stories #1 Mile High pedigree (Comics Magazine, 1937) CGC VF+ 8.5 White pages. Est. 3,000-up

7515 Wheaties Premiums Lot (Walt Disney Productions, 1950-51). Est. 400-up

7516 Whirlwind Comics #1 Mile High pedigree (Nita Publication, 1940) CGC NM- 9.2 White pages. Est. 5,500-up

7517 Whiz Comics #49 Mile High pedigree (Fawcett, 1943) CGC NM 9.4 Off-white to white pages. Est. 1,400-up

7518 Wild Bill Hickok #4 Mile High pedigree (Avon, 1950) CGC NM+ 9.6 White pages. Est. 400-up

7519 Wings Comics #33 Mile High pedigree (Fiction House, 1943) CGC VF/NM 9.0 Off-white pages. Est. 750-up

7520 Women Outlaws #nn (Fox, 1949) CGC NM- 9.2 Off-white to white pages. Est. 400-up

7521 Wonder Comics #14 (Better Publications, 1947) CGC NM- 9.2 Off-white pages. Est. 1,250-up

7522 Wonder Comics #16 (Better Publications, 1948) CGC NM 9.4 Cream to off-white pages. Est. 1,750-up

7523 Wonder Comics #20 (Better Publications, 1948) CGC VF 8.0 Off-white pages. Est. 600-up

7524 Wonder Comics (Fox) #1 (Fox, 1939) CGC NM- 9.2 Off-white pages. Est. 35,000-up

7525 WonderWorld Comics #3 (Fox, 1939) CGC NM 9.4 Off-white to white pages. Est. 25,000-up

7526 World Famous Heroes Magazine #1 Mile High pedigree (Centaur, 1941) CGC VF/NM 9.0 White pages. Est. 2,700-up

7527 World Famous Heroes Magazine #1 (Centaur, 1941) CGC FN/VF 7.0 Off-white pages. Est. 550-up

7528 Wow Comics #1 Mile High pedigree (Fawcett, 1940) CGC NM 9.4 Off-white to white pages. Est. 50,000-up

7529 Wow Comics #1 (Fawcett, 1940) CGC GD+ 2.5 Off-white pages. Est. 1,200-up

7530 Wow Comics #2 Larson pedigree (Fawcett, 1940) CGC VF/NM 9.0 Off-white pages. Est. 3,000-up

7531 Yellow Jacket Comics #7 (Farrell, 1946) CGC VF/NM 9.0 Cream to off-white pages. Est. 750-up

7532 Zip Comics #1 (MLJ, 1940) CGC FN+ 6.5 Cream to off-white pages. Est. 1,500-up

7533 Zip Comics #20 (MLJ, 1941) CGC VF+ 8.5 Off-white pages. Est. 1,400-up

7534 Zip Comics Lot (MLJ, 1940-41). Est. 350-up

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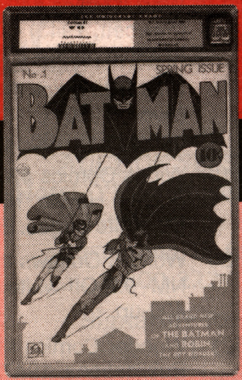

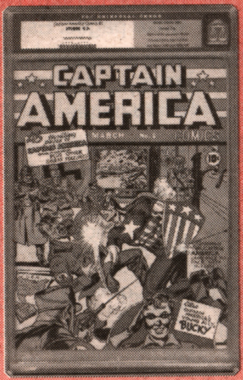

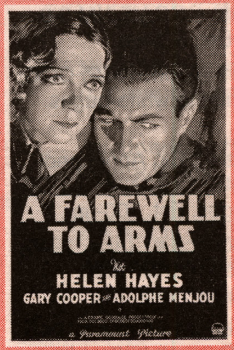

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Thirty cents bought a comics career

DC editor Julius Schwartz

Catching Up with Julius Schwartz

By **George Nelson**

While on his way to a job interview in the 1940s, Julius Schwartz spent 30¢ on comic books. "That was in 1944 — that 30¢ was the only money I spent on comics for the rest of my life," Schwartz recalled recently. The interview was at All American Comics, and his hiring launched a career as an editor at DC Comics which stretched into the 1980s, during which he helped to revive super-hero comics in the 1950s, revamped Batman in the 1960s, and guided the Superman titles for 16 years, until their 1986 reboot.

Though retired, Schwartz continues to make convention appearances as DC's "goodwill ambassador" and stops by the offices weekly. He said that he began his career in comics accidentally. In his teens, he and his friend Mort Weisinger — who would also go on to become a longtime Superman editor — started by putting out their own science-fiction magazine, *Time Traveler*, which featured interviews with science-fiction writers. The two eventually got the idea of serving as agents, contacting different science-fiction publishers to see what kind of stories they wanted and letting the writers they represented know what the editors wanted.

During a recent panel in Pittsburgh, Schwartz recalled how science-fiction writer Jack Williamson had been corresponding with a writer living in Cleveland, and the writer had even sent him some of his stories — one of them involving a planet of super-beings. Williamson wrote back to the writer, noting that the story was interesting but that the angle was wrong — the writer needed to get one of his characters to use his powers on another world.

The writer, of course, was Jerry Siegel, co-creator of Superman, and Schwartz noted that Williamson, in his 1929 story "The Girl from Mars," told of a scientist sending his daughter to Earth. "Does that sound familiar?" he asked. In 1979, Williamson, while serving as president of the Science Fiction Writers of America, took it upon himself to present an honorary Nebula award to Siegel and artist Joe Shuster for their creation of Superman.

> ***"Why would heavy water make The Flash fast?"***

In the 1950s, someone at an editorial meeting suggested reviving The Flash, and the assignment fell to editor Schwartz. However, Schwartz wasn't interested in just reusing the existing character, and with writer/editor Robert Kanigher plotted the story of the new Flash, who he named for radio commentator Barry Gray and his favorite comedian at the time, Steve Allen.

The first thing he did was change the origin. The Golden Age Flash got his powers from inhaling the fumes of "heavy water" ("Why would that make him super-fast?" Schwartz said) but Barry Allen would get his powers from a bolt of lightning striking a rack of chemicals that then splashed on him. "[Lightning] travels 186,000 miles per second — you can't go faster than that," Schwartz observed.

The success of the new Flash spurred updates of other characters, including a new Green Lantern, Atom, and Hawkman, as well as a new incarnation of comics' first team, now called the Justice League of America. "You have to make changes. You cannot stay put," Schwartz remarked.

However, Schwartz said that when DC decided to revive the original Captain Marvel back in the early 1970s, the publisher wanted to do the character as it had been done in the 1940s, when Captain Marvel outsold Superman. For the revival, DC hired Captain Marvel creator C.C. Beck. Schwartz said. "I did not get along with him and the magazine did not do well."

Overall, Schwartz said he is pleased with two recent adaptations of DC characters, the *Justice League* animated series on Cartoon Network and the *Smallville* series on the WB Network, though he thinks *Justice League* may be hard to understand for someone who hasn't read the title. He does understand why the producers decided to use different characters, including John Stewart as Green Lantern, a character introduced during his editorial tenure on the classic *Green Lantern/Green Arrow* series.

"Just the way I changed things and disregarded what happened in the so-called Golden Age, they're writing for the Cartoon Network. They know their business better than I do," he observed. "It's proved to be a big hit. It's done very well, and the same thing with *Smallville*."

In 2000, many of Schwartz' anecdotes were collected in *Man of Two Worlds*, and the editor has said that there are more available for a second book. ✦

IN BRIEF ...

Beauties invade Washington

"American Beauties: Drawings from the Golden Age of American Illustrations," an exhibition of approximately 14 to 18 original drawings will open in the Library of Congress June 27. The drawings, which feature idealized types of feminine American beauty, will be in the Swann Gallery of the Library's Thomas Jefferson building.

The drawings were created by artists such as Coles Phillips, Charles Dana Gibson, Nell Brinkley, Wladyslaw Benda, John Held Jr., James Montgomery Flagg, E. Simms Campbell, Peter Arno, Jano Fabry, and Harry Beckhoff.

Eisner's Army work in next *Spirit Archives*

DC's award winning *Archives* collection of Will Eisner's *The Spirit* continues when it hits stores Aug. 14 with *The Spirit Archives* Vol. 8. The volume is a 224-page hardcover with a cover price of $49.95.

The compilations cover the newspaper strip from January to July 1944 when Eisner was in the U.S. Army during World War II. In that period, writers Manly Wade Wellman and William Woolfolk, and artists Lou Fine and Jack Cole continued *The Spirit* in Eisner's absence. The hardcover will also feature a four-page portfolio of Eisner's work done for the U.S. Army.

BIRTHDAYS and INDUSTRY EVENTS

Mon 1 JULY

CBG #1496 ships

Canada Day

Born on this date:
Billy Graham (1935)
Draper Hill (1935)
Mike Baron (1949)
Ray Lago (1958)
Julianna Ferriter (1961)
Tom Poston (1964)

Tue 2 JULY

Born on this date:
Al Wiesner (1930)
Dana Lewis (1954)

Wed 3 JULY

Born on this date:
Russ Cochran
Jerry DeFuccio (1925)
Pat Mills (1949)
Arne Starr (1954)
Nanette Injeski (1955)
Tom Heintjes (1962) – **40** years ago

New Comics Day! Scheduled to ship:

CrossGen: *Ruse* Vol. 1 TPB

Dark Horse: *Oh My Goddess! Part XII* #1

DC: *Gen13* #0, *Mad Magazine* #420

Image: *Superpatriot: America's Fighting Force* #1

Marvel: *Alias* HC, *Call of Duty: The Brotherhood* #2

Thu 4 JULY

Independence Day — no mail delivery

Born on this date:
Rick J. Bryant (1952)– **50** years ago
Chris Yambar (1961)
Dan Nakrosis (1963)
Robert Conte (1970)

Fri 5 JULY

Born on this date:
Floyd "Bill" Yates (1921)
Shel Dorf (1933)

Sat 6 JULY

Born on this date:
Katherine Collins (1947) – **55** years ago
Tony Franco (1949)
John Lindley Byrne (1950)
Christy Marx (1951)
Joe Zabel (1953)
Chuck Fiala (1955)
Stan Timmons (1956)
Louis Paradis (1959)

Sun 7 JULY

Born on this date:
Lon Roberts (1947) – **55** years ago
Rich Markow (1949)
E. Larry Dobias (1950)

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7 F....9.00
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17 VG....4.00
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9 VG/F....63.00
10 VG/F....63.00
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12 G/VG....24.00
14 F-....38.00
15 VG+....30.00
15 F-....38.00
15 F/VF....75.00
16 VG....26.00
17 F-....38.00
19 VG+....30.00
19 VF+....110.00
21 F/VF....65.00
21 F+....45.00
22 F/VF....65.00
22 F-....30.00
23 VG-....22.00
24 VG-....22.00
24 VG....24.00
25 F+....45.00
25 VF....85.00
25 F/VF....65.00
26 VG-....26.00
26 VG/F....38.00
26 VF....85.00
27 F-....35.00
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36 VG....22.00
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38 VG/F....26.00
40 VG+....85.00
41 VG+....16.00
42 VG....15.00
43 VG-....14.00
44 VG+....16.00
45 F+....28.00
45 F/VF....75.00
46 VG....15.00
47 F+....28.00
48 VG+....18.00
49 VG....15.00
50 F+....28.00
56 F+....25.00
57 VF....45.00
58 F/VF....33.00
62 F-....12.00
64 VG....8.00
65 VF....35.00
65 NM....65.00
67 F/VF....25.00
68 F+....15.00
71 VG....8.00
72 F/VF....20.00
75 VF....26.00
76 VF+....160.00
76 F+....70.00
77 NM-....80.00
79 F+....18.00
80 NM-....60.00
80 NM....70.00
81 VF/NM....45.00
82 VF....35.00
83 NM-....55.00
83 F+....15.00
85 F-....12.00
86 F/VF....38.00
87 VF....30.00
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90 VF....10.00
97 NM....12.00
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5 F-....4.00
11 F....3.00
12 VG....3.00
14 VG....3.00
15 F/VF....4.00
30 VG....3.00
35 VF....4.00
37 VG....3.00
38 VG....3.00
45 NM....8.00
46 NM....8.00
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48 F+....4.00
51 NM....8.00
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11 VG/F....20.00
13 F....20.00
15 F+....25.00
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19 F+....25.00
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10 G....8.00
14 F....8.00
16 F....27.00
18 F+....12.00
20 F/VF....38.00
21 VG/F....15.00
23 F+....20.00
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6 F/VF....60.00
6 VG+....20.00
7 VG....18.00
7 F+....35.00
8 VG....15.00
8 F/VF....48.00
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10 F+....35.00
11 VG+....16.00
12 F+....24.00
13 F....20.00
14 VF/NM....60.00
18 F....15.00
18 VF/NM....45.00
19 VF....30.00
20 VG+....11.00
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22 VF....33.00
24 VF-....30.00
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Nov-77 NM....12.00
Dec-77 NM....12.00
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Mar-78 NM....6.00
Apr-78 VF....6.00
May-78 VF/NM 6.00
Jun-78 VF....4.00
Jul-78 VF....4.00
Sep-78 VF/NM 6.00
Nov-78 VF-....6.00
Dec-78 NM....6.00
Jan-79 NM....6.00
Apr-79 NM....5.00
Jun-79 VG....3.00
Aug-79 VF-....6.00
Sep-79 VF....5.00
Nov-79 VF/NM 5.00
Dec-79 NM....6.00
Jul-80 NM....6.00
Aug-80 NM....6.00
Sep-80 NM....6.00
Mar-81 F....3.00
Apr-81 NM....6.00
May-81 VF....5.00
Aug-81 NM....6.00
Dec-81 NM....6.00
Jan-82 F....3.00
May-82 F....3.00
Jun-82 NM....6.00
Feb-83 NM....6.00
Mar-83 VF....4.00
Apr-83 NM....6.00
Aug-83 NM....6.00
Sep-83 NM....6.00
Nov-83 NM....6.00
Dec-83 VF/NM 5.00
Jun-84 NM....6.00
Jul-84 NM....6.00
Aug-84 NM....6.00
Sep-84 NM....6.00
Oct-84 NM....6.00
Dec-84 F....3.00
Jan-85 NM....6.00
Jun-85 NM....6.00
Jul-85 NM....6.00
Sep-85 NM....6.00
Oct-85 NM....6.00
Dec-85 NM....6.00
Sep-89 NM....6.00
Nov-89 NM....6.00
Jan-90 NM....6.00
May-90 NM....6.00
Nov-90 NM....6.00
Jan-91 NM....6.00
Mar-91 NM....6.00
Sep-92 NM....6.00
HECKLE & JECKLE (DELL)
3 G/VG....6.00
HECKLE & JECKLE (GOLD KEY)
1 F+....25.00
3 VG....6.00
HECKLE & JECKLE (ST JOHN)
13 G-....5.00
14 F/VF....25.00
26 VF/NM....30.00
27 F+....20.00
28 VF/NM....30.00
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5 VG-....4.00
6 VG....5.00
HELEN OF TROY
684 (FC) VF- .65.00
HELLBLAZER
1 NM....16.00
3 NM....7.00
4 NM....8.00
5 NM....7.00
6 thru 8 NM....5.00
12 NM....5.00
14 NM....5.00
15 NM....5.00
25 NM....5.00
26 NM....5.00
34 NM....4.00
39 NM....4.00
42 NM....5.00
48 NM....4.00
59 NM....8.00
62 NM....5.00
64 NM....5.00
66 NM....5.00
68-71 NM....5.00
73-77 NM....5.00
84-90 NM....5.00
105 NM....5.00
126 NM....5.00
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1 NM....5.00
HELLRAISER
1 NM....10.00
5 NM....5.00
11 NM....5.00
13 NM....5.00
17 NM....15.00
19 NM....5.00
20 NM....8.00
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2 NM....5.00
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2 VG....6.00
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1200 (FC) VG-....10.00
HENRY
26 VG....4.00
27 G/VG....4.00
44 VG....3.00
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3 VF....30.00
4 G....4.00
7 NM....40.00
14 VG....5.00
19 NM....30.00
20 NM....30.00
21 VF/NM....24.00
HERBIE
2 F....28.00
3 VG+....18.00
4 VG....16.00
7 F/VF....40.00
9 VF....53.00
18 F+....20.00
20 VF....38.00
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3 F+....8.00
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1 NM....12.00
2 thru 12 NM....7.00
HEROES AGAINST HUNGER ONE SHOT
NM....5.00
HEROES, INC.
1 NM....15.00
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56 VF-....30.00
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93 G/VG....7.00
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1 NM....10.00
15-18 NM....5.00
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F+....4.00
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1001 VG....10.00
949 (FC) VF- .35.00
HIGH CHAPARRAL
1 VF....33.00
HIGH SCHOOL CONFIDENTIAL DIARY
3 F+....9.00
11 NM....33.00
HI-HO COMICS
3 FR/G....14.00
HI-SCHOOL ROMANCE
57 F+....9.00
HOBBIT, THE
1 NM....7.00
2 NM....7.00
HOGAN'S HEROES
4 VF/NM....38.00
6 F/VF....20.00
HOLLYWOOD ROMANCES
47 VF+....12.00
47 F+....6.00
HOLYOKE ONE-SHOT (CAPTAIN STONE)
10 VG....35.00
HOMER, THE HAPPY GHOST (VOL. 2)
3 F+....18.00
HONEY WEST
1 F+....40.00
HONEYMOONERS
1 thru 12 NM....4.00
HONG KONG PHOOEY
1 VF/NM....45.00
HOPALONG CASSIDY (FAWCETT)
8 NM-....250.00
9 NM....260.00
10 NM....260.00
50 G/VG....15.00
HORROR MONSTERS
6 VG/F....10.00
HORROR TALES (VOL. 1)
7 VG....9.00
HOT ROD CARTOONS
Sep-70 F....4.00
HOT ROD RACERS
3 NM....55.00
3 NM-....45.00
HOT RODS & RACING CARS
56 VF/NM....30.00
80 NM-....25.00
82 NM....20.00
104 VF....10.00
HOUSE OF MYSTERY
45 G....15.00
78 VG....18.00
91 F+....34.00
91 VG....18.00
92 VF+....65.00
95 F/VF....50.00
97 VF....60.00
101 G-....7.00
101 VF....60.00
103 F/VF....45.00
103 VG+....16.00
104 F/VF....45.00
105 VF+....65.00
106 F/VF....45.00
108 VF....60.00
112 G/VG....12.00
113 F/VF....45.00
115 F+....30.00
116 FR/G....5.00
121 F/VF....40.00
124 VG/F....16.00
126 VF-....45.00
128 G/VG....10.00
136 F+....20.00
138 G/VG....10.00
142 VF/NM....50.00
143 VG/F....55.00
143 VF/NM....210.00
144 VG/F....25.00
144 F/VF....55.00
145 NM-....70.00
145 VG/F....16.00
146 F+....24.00
146 VF....45.00
147 NM-....70.00
147 VF/NM....60.00
148 F/VF....35.00
149 F+....24.00
149 VF-....40.00
151 VG+....15.00
152 VG....12.00
152 VF/NM....60.00
154 VG+....15.00
154 VF-....40.00
155 VG/F....15.00
155 VF/NM....60.00
156 VG+....22.00
157 VG+....15.00
158 VG+....15.00
159 F/VF....40.00
160 F/VF....60.00
160 F....35.00
161 F+....18.00
162 F+....18.00
165 F/VF....25.00
166-169 VG+ 10.00
170 VF/NM....40.00
172 VG+....10.00
172 NM-....50.00
172 VF/NM....40.00
173 VF/NM....40.00
178 F+....18.00
179 VG....14.00
180 F+....15.00
185 VF+....24.00
186 F+....13.00
191 VF+....24.00
194 F/VF....15.00
199 F+....10.00
200 VF/NM....25.00
201 VF/NM....20.00
202 VF/NM....20.00
203 VF+....18.00
213 VF/NM....12.00
220 NM....12.00
221 NM....24.00
224 VF/NM....35.00
224 VG+....8.00
246 VG....3.00
249 F....3.00
250 F+....4.00
265 F+....4.00
266 F/VF....3.00
272 F/VF....3.00
274 F/VF....3.00
276 VF/NM....4.00
277 VF/NM....4.00
278 F+....4.00
281 F....3.00
287 VF....4.00
310 VF/NM....6.00
315 VF/NM....6.00
316 VF....5.00
HOUSE OF SECRETS
7 VG....40.00
15 VG+....30.00
24 F+....35.00
26 VG/F....24.00
26 F/VF....55.00
27 VG+....24.00
27 VF-....65.00
28 VG....22.00
29 VG/F....28.00
36 F-....24.00
36 VF+....65.00
40 G-....8.00
40 VF+....65.00
41 G....10.00
42 G....10.00
60 F/VF....40.00
60 VF/NM....65.00
61 F-....45.00
61 VG+....40.00
67 F....23.00
68 VF-....45.00
69 VF-....45.00
71 FR....3.00
72 VG....14.00
74 F-....18.00
74 NM-....75.00
75 VG+....15.00
76 VG....13.00
77 VG+....15.00
78 VG/F....18.00
79 VG....15.00
80 VG/F....16.00
82 VF/NM....25.00
83 F/VF....15.00
85 F/VF....20.00
86 F/VF....15.00
90 VG....7.00
92 VG....95.00
100 NM....40.00
112 VG+....78.00
116 F/VF....7.00
117 VF....8.00
118 F/VF....6.00
119 NM....14.00
120 F....5.00
123 F+....4.00
128 VF....6.00
131 VF+....7.00
134 VF....8.00
140 VF+....15.00
143 VF....5.00
144 VG....3.00
146 NM....8.00
147 VF....5.00
151 F+....3.00
HOUSE OF YANG
1 VF/NM....8.00
2 VF/NM....5.00
3 VF/NM....5.00
4 NM....8.00
5 NM-....6.00
6 NM....8.00
HOWARD THE DUCK
1 VF....10.00
2 NM-....6.00
3 thru 10 NM....5.00
12 NM....20.00
13 NM....22.00
14- 32 NM....4.00
HOWARD THE DUCK (ANNUAL)
1 NM....5.00
HOWARD THE DUCK (MAGAZINE)
1 NM-....6.00
2 VF....3.00
5 VF....3.00
6 VF....3.00
8 NM-....4.00
HOWDY DOODY
5 F+....80.00
18 G/VG....18.00
20 VF-....75.00
23 VG....20.00
33 VF/NM....90.00
HR PUFNSTUF
1 VF/NM....175.00
2 VF/NM....80.00
3 VF/NM....80.00
4 VG....20.00
5 F+....35.00
7 VF/NM....80.00
8 NM-....110.00
HUCK FINN
1 F/VF....25.00
HUCKLEBERRY HOUND
3 VG+....16.00
4 G/VG....12.00
5 F+....30.00
16 VF....30.00
17 G/VG....5.00
18 G-....7.00
18 NM....95.00
19 VG+....20.00
20 VF+....30.00
20 NM....45.00
23 NM....40.00
25 NM....40.00
26 G....3.00
28 F+....12.00
29 VG-....4.00
31 G+....4.00
35 VG+....5.00
38 VG....4.00
1054 (FC) VF.60.00
HUCKLEBERRY HOUND (CHARLTON)
3 VF/NM....20.00
HUEY, DEWEY & LOUIE
2 VF/NM....25.00
3 VF-....20.00
4 VF....20.00
5 VF....20.00
10 F+....10.00
11 VG....4.00
12 VG....6.00
13 F....8.00
14 F+....10.00
15 VF/NM....22.00
16 NM-....28.00
17 VF....18.00
18 F+....10.00
20 F+....10.00
21 NM-....28.00
22 VF/NM....24.00
23 VF/NM....24.00
25 NM-....28.00
26 NM-....18.00
27 NM-....18.00
29 VG....4.00
30 NM-....18.00
31-33 NM-....9.00
35 NM-....9.00
38 NM-....9.00
39 NM-....9.00
42 NM-....9.00
44-47 NM-....9.00
48 VF/NM....7.00
49 NM-....9.00
50 VF/NM....7.00
55 NM-....9.00
58 NM....12.00
70 F-....4.00
71 NM....14.00
73 NM....14.00
74 NM....14.00
HUGO
1 NM....4.00
HULK
2 VG/F....495.00
6 G-....150.00
6 F-....450.00
102 F/VF....110.00
104 VF....60.00
105 VF+....45.00
105 F/VF....35.00
107 VF+....45.00
107 VF/NM....55.00
107 NM....75.00
108 VF....44.00
108 VF/NM....55.00
109 VF/NM....40.00
109 VF/NM....45.00
110 NM-....45.00
111 NM....45.00
112 VF/NM....28.00
112 NM....45.00
113 VF....25.00
113 NM....45.00
114 VF....30.00
115 F/VF....22.00
119 F/VF....15.00
120 VF/NM....20.00
127 NM-....16.00
128 VF....10.00
132 F+....8.00
133 F-....6.00
136 NM....18.00
141 VF/NM....30.00
145 F+....5.00
149 VG....3.00
151 F+....5.00
152 VF/NM....8.00
154 NM-....9.00
158 VF....6.00
164 VF....6.00
165 F/VF....6.00
166 F+....4.00
168 F+....4.00
172 F+....10.00
173 F....3.00
174 VF/NM....7.00
175 VF/NM....7.00
176 VF+....7.00
177 VF....8.00
178 VF/NM....12.00
186-189 NM....9.00
191 NM....9.00
192 F+....4.00
194 NM....9.00
196 NM....9.00
197 NM....9.00
200 NM....25.00
201 NM....5.00
202 VF/NM....4.00
204 NM....5.00
206 VF/NM....4.00
207 NM....4.00
208 NM-....5.00
210 NM-....4.00
211-214 NM....5.00
217 NM-....5.00
219 NM....5.00
220 NM....5.00
221 NM....4.00
224 NM....4.00
226 NM....4.00
228-249 NM....4.00
250 NM....10.00
251-293 NM....4.00
300 NM....6.00
314 NM....4.00
324 VF/NM....7.00
330 NM....12.00
331 NM....12.00
332-334 NM....9.00
336 NM....8.00
337 NM....8.00
338 VF/NM....7.00
339 NM....9.00
340 NM....40.00
341 NM....5.00
342 VF....3.00
343 NM....5.00
346 NM....5.00
367 NM....7.00
375 NM....4.00
376 NM....5.00
377 NM....7.00
HULK ANNUAL
1 NM....100.00
2 NM....50.00
3 VF+....12.00
3 NM....24.00
5 NM....10.00
6 NM....7.00
8 NM....7.00
9 VF/NM....3.00
10 NM....5.00
HULK MAGAZINE
3 NM....10.00
7 VF-....5.00
11 NM-....8.00
12 NM....10.00
13 NM-....8.00
17 VF....6.00
20 VG....3.00
21 VG....3.00
22 NM....8.00
23 NM....8.00
24 VF....5.00
25 NM....8.00
26 VF/NM....6.00
27 VF....5.00
HULK VERSUS QUASIMODO
1 NM....3.00
HULK/FUTURE IMPERFECT
1 NM....8.00
2 NM....8.00
HUMAN FLY
1 NM....7.00
2 NM....6.00
3 thru 8 NM....3.00
9 NM....6.00
10 thru 18 NM 3.00
11 thru 18 NM 3.00
19 NM....6.00
HUMAN TORCH
1 VG+....4.00
2 NM....10.00
3 VF/NM....7.00
4 NM....10.00
5 NM-....9.00
6 NM-....9.00
7 VF+....7.00
8 NM....10.00
HUMBUG
1 F-....75.00
2 VG/F....30.00
I AIM AT THE STARS
1148 (FC) F....20.00
I LOVE LUCY
5 VG....38.00
15 F+....40.00
19 VF-....80.00
20 VF/NM....100.00
21 VF+....70.00
28 VF-....60.00
29 F+....35.00
31 VF/NM....80.00
535 (FC) F/VF....300.00
559 (FC) F+.125.00
I LOVE LUCY (ETERNITY)
4 NM....5.00
I LOVE YOU
36 VG....6.00
I LOVE YOU (VOL 2)
25 F+....10.00
27 F+....10.00
70 VF+....10.00
I SPY
1 G+....24.00
1 VF-....100.00
1 VF....125.00
2 VF+....110.00
2 NM-....160.00
3 F-....35.00
3 G/VG....20.00
4 VF/NM....120.00
4 NM-....160.00
5 F-....35.00
5 F+....45.00
6 F+....45.00
6 G....13.00
ICEMAN
1 thru 4 NM....3.00
IDAHO
1 F/VF....12.00
3 VF/NM....8.00
6 F+....6.00
7 VF....8.00
8 VF....8.00
ILLUSTRATED HARLAN ELLISON
VF....9.00
IMAGE ZERO
0 NM....6.00
IMAGINE (MAG)
5 VF....8.00
6 F....5.00
IN SEARCH OF CASTAWAYS
1 VG+....18.00
IN THE DAYS OF THE MOB
1 F-....22.00
INCREDIBLE HULK AND WOLVERINE
1 NM....6.00
INCREDIBLE SCIENCE FICTION
30 VG....70.00
INDIAN CHIEF
12 F+....15.00
15 VF+....20.00
18 G/VG....4.00
31 VG....5.00
INDIANA JONES (MARVEL MAGAZINE)
1 NM....5.00
INDIANS (FICTION HOUSE)
15 G+....10.00
17 F/VF....34.00
INFERIOR 5
1 VF....30.00
3 VF....18.00
4 VF+....20.00
6 VF....12.00
7 VF/NM....15.00
8 NM....22.00
9 NM....22.00
11 VF/NM....15.00
12 VF/NM....15.00
INFERIOR FIVE
5 VF/NM....20.00
INFINITY INC.
1 thru 4 NM....3.00
8 NM....3.00
9 NM....3.00
14 NM....10.00
15 NM....5.00
16-21 NM....5.00
22 NM....4.00
29 NM....4.00
52 NM....3.00
INHUMANS
1 F....5.00
2 F....3.00
3 VG+....3.00
4 F+....4.00
6 NM....8.00
7 NM....8.00
9 NM....8.00
10 NM....8.00
11 NM....8.00
INSPECTOR
3 F-....5.00
7 VG....3.00
INTERVIEW WITH THE VAMPIRE
1 NM....6.00
2 NM....5.00
3 NM....5.00
INVADERS
2 NM-....12.00
3 NM....15.00
3 VF/NM....13.00
4 NM....15.00
5 NM....15.00
7 NM-....10.00
8 NM....12.00
10 NM....12.00
11 thru 14 NM 8.00
15 NM....8.00
16 VF/NM....5.00
17-19 NM....8.00
20 NM....12.00
21 NM....5.00
22 NM....5.00
24 NM....5.00
25 NM....5.00
27 F+....3.00
29 NM....6.00
30 NM-....5.00
35 NM-....5.00
36 NM....6.00
37 VF....3.00
INVADERS ANNUAL
1 VF....10.00
IRON FIST
1 VG+....8.00
2 NM....28.00
3 NM....18.00
5 NM-....16.00
6 VG....4.00
7 VF-....10.00
8 VF....12.00
9 NM....18.00
10 NM....18.00
11 VF+....7.00
12 NM....12.00
13 NM....12.00
14 VF/NM....90.00
15 NM....50.00
15 VF....30.00
IRON GIANT (MOVIE PREVIEW)
NM....3.00
IRON HORSE
2 VF/NM....15.00
IRON MAN
1 VG+....95.00
2 F/VF....75.00
3 VF....45.00
3 VF/NM....65.00
4 NM-....60.00
4 VF/NM....50.00
4 VF+....35.00
5 VF+....35.00
5 F/VF....30.00
5 VF/NM....50.00
6 VF/NM....40.00
7 VF+....35.00
7 F+....18.00
8 VF/NM....40.00
8 NM-....50.00
9 F+....18.00
9 NM-....50.00
10 VF/NM....40.00
11 F/VF....22.00
12 VF/NM....30.00
13 VF....24.00
14 VF....24.00
15 VF/NM....30.00
15 (CGC) 9.6....200.00
16 NM-....25.00
17 VF/NM....22.00
18 F+....12.00
19 VF+....18.00
20 F+....10.00
21 VF....12.00
22 VF/NM....15.00
23 F/VF....10.00
24 F/VF....10.00
25 F+....10.00
26 VF....12.00
27 VF+....15.00
28 VF+....14.00
29 VF....12.00
30 F+....8.00
31 F+....7.00
32 NM....18.00
33 VF....12.00
34 VF-....10.00
35 VF-....10.00
36 NM....18.00
37 F+....8.00
38 VF/NM....14.00
39 VG....4.00
40 VF....12.00
41 VG....5.00
42 VG....4.00
43 VG....5.00
44 VG....4.00
45 VF/NM....12.00
46 VF....10.00
47 VF....12.00
49 F+....7.00
50 VF+....12.00
51 VF....7.00
52 VF/NM....8.00
56 VF....12.00
57 VG....3.00
58 VG....3.00
59 VG....3.00
60 VF....8.00
61 VF/NM....8.00
67 VF....9.00
70 VF/NM....10.00
62 VG....3.00
63 VG....3.00
68 VF/NM....8.00
69 F+....5.00
71 VF....6.00
74 VG+....3.00
77 NM-....8.00
78 NM-....8.00
79 NM....10.00
80 VF/NM....6.00
82 VF/NM....6.00
83 NM....10.00
84 NM-....8.00
86-94 NM....9.00
95 F+....4.00
96-98 NM....9.00
100 NM....20.00
103 NM....8.00
103 NM....8.00
104 VF/NM....5.00
105 VF/NM....5.00
106-112 NM....8.00
113 VF/NM....5.00
114 NM....8.00
115 NM....8.00
116 NM....7.00
117 NM....8.00
118 NM....9.00
119 NM....8.00
121 NM....8.00
123 VF/NM....5.00
124 NM....6.00
125 NM....8.00
127 NM....8.00
128 NM....8.00
129 NM....5.00
130 NM....5.00
133-139 NM....5.00
142 NM....5.00
143 NM....5.00
145-150 NM....5.00
151-200 NM....4.00
201-300 NM....3.00
IRON MAN CRASH
GN NN NM....15.00
IRON MAN ANNUAL
1 VF+....24.00
2 VG....3.00
3 F....3.00
4 NM....7.00
5 NM-....4.00
6 thru 8 NM....4.00
IRON MAN/ SUB-MARINER
1 VF+....100.00
1 VF....90.00
1 VF/NM....125.00
IRON MAN/THE IRON AGE
1 NM....6.00
2 NM....6.00
ISIS
1 VF/NM....13.00
4 NM....8.00
5 NM-....6.00
IVANHOE (DELL)
1 VF+....25.00
J.L.A.
1 NM....18.00
2 NM....15.00
3 NM....12.00
4 NM....12.00
JACE PEARSON/TEXAS RANGERS
6 VG....10.00
8 NM....75.00
9 G-....5.00
12 G....6.00
14 VF/NM....40.00
15 VF/NM....44.00
16 VG....10.00
18 VG....10.00
1021 (FC) F+.15.00
JACK & JILL (VOL. 15)
6 F+....18.00
JAGUAR (ARCHIE)
1 VG+....38.00
3 F/VF....50.00
3 VG-....15.00
7 VG+....12.00
8 VG+....12.00
9 VG+....12.00
10 VG-....9.00
14 VG+....10.00
15 VF-....28.00
JAMBOREE COMICS
1 F+....90.00
JAY & SILENT BOB
1 VF/NM....10.00
JEANIE
17 VG/F....28.00
JERRY LEWIS
41 VF-....45.00
59 F/VF....30.00
75 VF....30.00
96 G....3.00
97 VG....15.00
107 F/VF....14.00
111 G+....4.00
JESSE JAMES (AVON)
5 VG+....30.00
JET ACES
3 G/VG....15.00
JET DREAM
1 VF....24.00
JETSONS (CHARLTON)
11 VG....5.00
JETSONS (GOLD KEY)
2 NM-....130.00
5 G-....8.00
5 VF/NM....85.00
6 VF-....60.00
6 F/VF....50.00
7 VG/F....22.00
7 NM-....100.00
8 NM....110.00
9 F-....22.00
10 NM....110.00
13 NM-....70.00
14 VF/NM....60.00
14 NM-....70.00
17 F/VF....35.00
17 NM....80.00
18 G-....5.00
19 F/VF....35.00
19 NM-....70.00
20 F+....22.00
20 VF/NM....55.00
22 NM....65.00
25 G....5.00
27 VG+....10.00
28 VG-....8.00
29 F+....18.00
34 VF-....30.00
JIGSAW
1 VF/NM....16.00
JIMINY CRICKET
701 (FC) F-....22.00
897(FC) F/VF.35.00
JIMMY OLSEN
21 VG....35.00
22 FR....10.00
32 F-....28.00
40 F+....40.00
43 G-....7.00
44 VF-....55.00
45 F/VF....45.00
46 G+....10.00
47 VF/NM....75.00
48 F+....30.00
49 F+....30.00
50 F....24.00
56 F-....18.00
59 VG/F....10.00
60 VG/F....10.00
61 VG....8.00
63 VG....8.00
64 VG+....10.00
65 VG....8.00
66 VG....8.00
67 VG....8.00
68 F+....15.00
69 VG....8.00
70 F-....10.00
71 VG....6.00
73 F-....9.00
74 VG....6.00
77 VF....25.00
79 G/VG....5.00
80 G/VG....5.00
81 F+....14.00
82 VG....6.00
83 F+....14.00
85 VG+....7.00
86 VG....6.00
87 F+....14.00
88 VG....8.00
89 F+....12.00
90 F-....9.00
92 VG/F....7.00
93 VF/NM....24.00
94 VF/NM....24.00
95 F+....25.00
96 VF+....20.00
97 NM-....28.00
98 NM-....28.00
99 VF....20.00
101 VF....14.00
102 F+....9.00
103 F+....9.00
104 F-....12.00
104 NM....65.00
105 F....7.00
106 VF/NM....16.00
107 VF/NM....16.00
108 VF....15.00
109 NM....24.00
110 VF/NM....18.00
111 NM....24.00
112 NM....25.00
113 VF....30.00
114 NM-....20.00
115 NM-....20.00
116 F+....9.00
117 VF/NM....16.00
118 NM-....20.00
119 NM....24.00
120 G/VG....4.00
121 VF/NM....16.00
122 VF....30.00
123 VF/NM....15.00
124 VF+....14.00
125 NM....22.00
126 NM-....18.00
127 NM-....18.00
128 NM-....18.00
129 F....6.00
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Uncle Lex

Those two words would terrify most kids — but not these two little darlings!

Ask Mr. Silver Age

By **Craig Shutt**

Dear Mr. Silver Age,

Did Lex Luthor ever have any children back in the Silver Age? The thought is truly terrifying!

Querl D. Colu

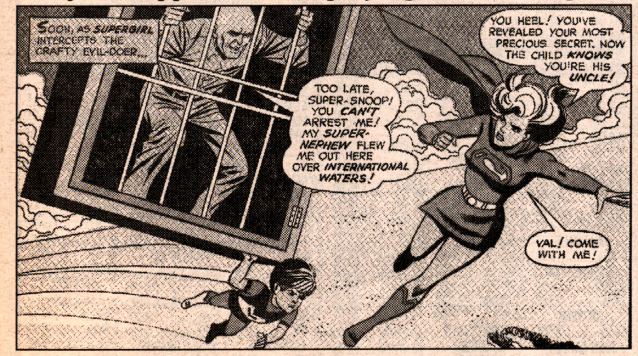
Mr. Silver Age says: He never had any progeny of his own, Querl, at least outside of Imaginary Stories. But he was the proud uncle of two darling little bundles of joy. Sadly, he managed to warp his young nephew right before our very eyes. His much older niece apparently was pretty nasty before we ever laid eyes on her — and how she got that way was part of a darned mysterious background.

We Silver Age readers knew Lex had the potential to become an uncle, because we knew he had a sister, even if she didn't know about that relationship herself. Lena Thorul became a close friend of Supergirl and helped The Maid of Might by using her ESP, which she'd gained during an accident in her brother's lab when she was a tot. That all was relived for us quickly by the ever-expository Lex when he went to visit "Lex Luthor's Outlaw Nephew!" in *Adventure Comics* #387 (Dec 69).

During a crime spree, Lex directed his stooge "Rhino" to fly them to a town where he surreptitiously watched a boy play in the yard and then retrieved a ball for the lad. Said tyke, we learned, was Val Colby, daughter of Lena Thorul Colby, who'd married an FBI agent. Lex watched, as Val displayed his psychokinetic powers to university professors who visited, and then he saved Val, when the kid couldn't handle lowering a car to the ground after lifting it with his brainpower.

Lex pushed Val to safety but was pinned by the car himself, allowing Supergirl to grab him and take him back to the pokey. There he was put into a special cell to prevent any miraculous escapes. Val saw his new caged pal on a TV news report and flew himself to the prison to help Lex miraculously escape. To his credit, Lex tried to make Val leave, fearing the guards would open fire, but Val flew Lex's special cell out of the prison.

Lex craftily had Val carry him out over the ocean, where Supergirl couldn't arrest him. Then they fled to an island hideout where Lex could train the little goober. Kara tracked them down in the next issue, but Val just happened to be playing with some green kryptonite at that moment. Darn the luck! A weakened Supergirl crash-landed on the island and she cunningly changed to Linda Danvers to pretend to have washed ashore while she recovered her strength.



Uncle Lex had his newly discovered nephew Val Colby help him escape from Supergirl's clutches in Adventure Comics #387.

Luthor told the new castaway to keep clear of him, but, even after regaining control of her powers, Kara decided to remain as Linda and befriend Val to turn him against Lex. But, take it from a long-time uncle, nephews are really not good judges of whom they should hang out with. Ultimately, Lex told Val he was lying about their relationship, even though he really wasn't, so Val wouldn't grow up ashamed of being related to such a reprobate. Sadly for my nephews (and their parents), I didn't take that option.

> ***"Take it from a long-time uncle, nephews are really not good judges of whom they should hang out with."***

Lex's niece, on the other hand, was old enough to know better and still hung around with her unctuous uncle. She first appeared when "Supergirl Meets Nasty" in *Adventure Comics* #397 (Sep 70). Nasthalthia was the black-haired, 20-something daughter of Lex's older sister, one we'd never met, as Editor Mike Sekowsky hastily explained in the letter's page of *Adventure Comics* #401 (Jan 71) during Nasty's second appearance. The sister had married a European and lived abroad, since her parents hadn't approved of the marriage. As if Mr. and Mrs. Luthor really had much room to complain.

Nasty enrolled at Stanhope College to uncover Supergirl's secret identity for her doting unk. Lex, after all these years, apparently had decided on a more direct approach to his schemes and intended to ambush The Maid of Might in her co-ed identity and shoot her with kryptonite bullets. Sadly for Nasty, though, she was a bit looser-lipped with her secret than Kara was with hers, resulting in a nasty time for both Luthors.

When Nasty returned in the aforementioned #401, she had a somewhat more cunning plan devised. She slipped Supergirl some of her uncle's dreaded Fear Formula, which made The Girl of Steel afraid of darn near everything. Let's assume there was some kryptonite in the formula or something like that. Nasty caught up to Kara and calmed her fears, creating the irony that Supergirl was afraid of everything and everybody except the person she *should* have been afraid of! Why she didn't slip it to Linda and trick her into changing to Supergirl is beyond me, but I'm not the cunning mastermind here.

Seeing Uncle Lex and his Nasty niece trap Supergirl in Adventure Comics #401 was well worth the 20¢ some unscrupulous druggist made me pay.

Nasty continued her nastiness after graduation in *Adventure* #406. Nastalthia finagled a job at the same TV station where Linda was hired to continue trying to confirm her suspicions about Linda. Now, *that* is commitment to the cause! Uncle Lex should be proud.

Nasty, committed but not overly bright, never actually proved Linda had another identity right through the end of Supergirl's solo series in *Adventure* #424 (Oct 72). In that issue, Linda became so outraged by a particularly nasty Nasty trick that she resigned. When Kara returned the next month in her own series, she'd put Nasty in the rear-view mirror by re-enrolling in college. Not even an evil mastermind would follow her *that* far!

Whether Nasty or Val is still out there lying in wait for our super-pals on Earth-Zero is hard to say, Querl. But, if relatives in the DC universe are anything like our Earth, becoming president usually flushes out all the weirdo relatives you could hope to have. ✦

Ask Mr. Silver Age is © 2002 by Craig Shutt. Send all comments to ***cshutt@earthlink.net.*** *And be sure to come to his Pro/Fan Trivia Challenge panel with Mark Waid at 1 p.m. July 7 at Wizard World Chicago!*

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204 VG+ ...5.50
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213 VG+ ...5.50
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219 VG ...5.00
220 VG+ ...5.50
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224 VG+ ...5.50
225 FN ...7.50
227 VG ...5.00
228 VG/FN ...6.00
231 FN+ ...8.00
232 G- ...2.00
233 FN ...7.50
234 VG+ ...5.50
234 G- ...2.00
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26 VF- ...12.00
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97 VF- ...10.00
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98 VF+ ...14.00
98 FN/VF ...8.00
98 FN/VF ...8.00
98 FN ...6.00
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99 FN ...6.00
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104 FN ...5.50
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Vol. 2 #8 VG ...9.00
ROMANTIC MARRIAGE
21 (1954) G/G+ .9.00
ROMANTIC SECRETS
5 (1950-) VG/FN ...23.00
ROMANTIC STORY
104 FN- ...3.00
SAD SACK
53 VG/FN ...7.00
78 G/G+ ...3.00
121 FR/G ...2.00
148 VG- ...3.00
151 VG ...3.50
162 VG+ ...4.00
167 G/VG ...2.50
Laugh Special (Giants)
17 G/VG ...4.50
Army Life Parade (Giants)
4 VG ...6.00
6 VG/FN ...7.00
8 VG- ...5.00
Sad Sad Sack World (Giants)
2 VG ...5.00
5 VG ...5.00
(Giveaways)
HD1 VG+ ...4.00
HD 30 VG+ ...3.50
HD 30 VG- ...3.00
SAD SACK'S FUNNY FRIENDS
1 (1955) G+ ...13.00
SAGA OF THE SWAMP THING
Trade Paperback (1987) VF- ...7.00
THE SAINT (Avon)
4 (1948) FR+ (Lingerie panels) ...26.00
SANDMAN (1974)
1 VF/NM (3 available) ...16.00
1 VF+ (5 available) ...13.00
1 VF- ...10.00
2 VF/NM ...11.00
2 VF ...8.00
SARGE SNORKEL
1 VF+ ...12.00
SAVAGE SWORD OF CONAN
23 NM ...10.00
26 VF/NM ...7.00
27 NM- ...9.00
28 VF ...6.00
29 NM- ...9.00
32 NM- ...9.00
34 VF/NM ...7.00
35 NM ...10.00
42 NM/M ...14.00
43 NM ...10.00
44 VF+ ...6.00
46 NM- ...9.00
47 NM ...10.00
48 VF/NM ...7.00
49 VF+ ...6.00
50 NM ...10.00
51 VF+ ...3.50
52 NM- ...5.00
53 NM- ...5.00
54 NM+ ...6.00
58 NM+ ...6.00
59 NM ...6.00
60 NM- ...5.00
62 VF/NM ...4.00
63 VF/NM ...4.00
64 NM+ ...7.00
65 VF/NM ...4.00
66 NM+ ...7.00
67 NM+ ...7.00
68 NM ...6.00
69 NM ...7.00
70 NM ...7.00
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92 NM/M ...8.00
93 NM/M ...8.00
95 NM/M ...8.00
100 VF/NM ...4.00

SCAMP (Dell)
5 G ...4.00
10 G+ ...5.00
14 G/VG ...4.00
SCARY TALES
4 VF+ ...7.00
SEA DEVILS
2 VG ...44.00
2 PR/FR ...6.00
15 FR+ ...4.00
25 FN/VF ...17.00
28 VF- ...23.00
30 VF- ...23.00
33 VG ...5.00
SEA HUNT
4 VG+ ...15.00
4 VG ...12.00
6 VG- ...11.00
SECRET AGENT (Gold Key)
1 FN+ ...30.00
SECRET ORIGINS (1961)
1 no front cover, G/VG ...7.50
SECRET ORIGINS (1973)
3 VF/NM ...16.00
3 VF+ ...13.00
3 VF- ...9.00
3 FN+ ...5.00
3 FN ...4.00
4 NM+ ...26.00
4 NM ...21.00
4 NM- ...18.00
4 NM- ...18.00
4 VF+ ...13.00
4 VF- ...9.00
4 VG ...2.50
5 VF+ ...14.00
5 VF+ ...14.00
5 FN/VF ...7.50
6 VG/FN ...3.00
SECRET SIX
1 FN- ...12.00
5 VF+ ...20.00
SECRETS OF HAUNTED HOUSE (DC, 1975)
1 VF/NM ...32.00
1 VF/NM ...32.00
1 VF+ ...27.00
2 FN/VF ...9.00
2 FN ...6.00
2 FN ...6.00
2 FN- ...5.00
2 VG ...4.00
3 FN ...5.00
3 VG/FN ...3.00
4 FN ...5.00
4 FN ...5.00
5 FN+ (Wrightson cover) ...7.00
7 FN+ ...4.50
13 VF- ...6.00
15 VF ...6.00
17 VF+ ...7.00
18 FN/VF ...4.00
19 VF ...6.00
26 VF+ ...7.00
27 VF+ ...7.00
28 VF/NM ...8.00
30 VF+ ...7.00
32 VF+ ...4.50
33 VF+ ...4.50
34 VF+ ...4.50
35 VF+ ...4.50
36 VF+ ...4.50
37 VF+ ...4.50
38 VF+ ...4.50
39 VF- ...3.50
40 FN+ ...2.50
41 VF ...4.00
42 VF ...4.00
43 FN ...2.00
44 FN ...3.00
45 FN- ...2.00
46 VF ...4.00
SECRETS OF SINISTER HOUSE (DC, 1972)
6 VF- ...13.00
9 VG ...4.50
10 VF- (Neal Adams art) ...16.00
10 FN/VF ...12.00
12 VG+ ...3.50
14 FN ...4.50
16 VF ...8.00
16 FN+ ...5.00
17 VF- ...7.00
17 FN+ ...5.00
SECRET WARS
8 NM ...9.00
8 NM ...9.00
8 VF ...4.00
SGT. BILKO
4 G+ ...38.00
9 G ...23.00
9 VG- ...36.00
14 FR/G ...16.00
16 FR+ ...14.00
SGT. FURY
6 G/G+ ...14.00
8 VG/FN ...30.00
8 VG/FN ...30.00
8 VG+ ...28.00
8 VG+ ...28.00
9 G/VG ...14.00
9 G/VG ...14.00
9 G ...9.00
10 VG ...25.00
11 FN+ ...22.00

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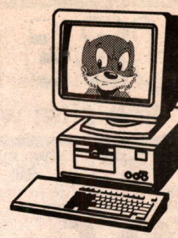
THE GUIDE

*"At **CBG**, we believe that every reader of comics is also a **collector** of comics. We don't throw them away when we're done. While comics are an entertainment medium, certain comic books do accrue value — almost always, older comics in short supply in good condition. It's our mission to watch the secondary market to help you protect the value of your comics and save on the classic comics you want."*

Grading the grades

Just what is Mint anyway?
Tales from the Database,
Page 78



The ways people are buying, selling, and trading classic comic books today!

CGC on eBay

Auctions closed between June 3-9. All met their reserve price. Populations reported are as of Jan. 27

***Amazing Spider-Man* Vol. 1 #1 in CGC 6.5 (FN+)**
1 of 14 in grade; there are 49 better, including 1 in 9.8
$6,300

***Amazing Spider-Man* Vol. 1 #1 in CGC 6.0 (FN)**
1 of 10; there are 63 better, including 1 in 9.8
$4,050

***Young Allies* #1 in CGC 6.5 (FN+)**
1 of 3; there is 1 better in 7.0
$3,600

***All-Flash* #22 in CGC 9.6 (NM+, Mile High copy)**
Only copy in grade; there are none better
$2,855.05

***Avengers* Vol. 1 #4 in CGC 9.2 (NM-)**
1 of 11; there are 9 better, including 4 in 9.6
$2,800

***Giant-Size X-Men* #1 in CGC 9.6 (NM+)**
1 of 41; there are 3 better, all in 9.8
$2,376

***Silver Surfer* Vol. 1 #1 in CGC 9.4 (NM)**
1 of 16; there are 11 better, all in 9.6
$2,375

Freaky Friday

Comics bidders compare notes to quash questionable Spidey sales

By **Nathan Melby**

Questions arose surrounding the two most expensive CGC-graded comics that closed on eBay during the week of May 20-26.

As reported in ***CBG*** #1492, on May 24 a copy of *Amazing Fantasy* #15 in 8.0 (VF) closed at $10,600 and an issue of *Amazing Spider-Man* #1 in 9.0 (VF/NM) closed at $19,101. Both copies were the first items ever auctioned under the seller account "GTMCPUS", a New York-based seller. An eBay member since Apr. 19, the auctioneer had a feedback rating on eBay of six points, entirely the result of recent purchases of around $40 in used Nintendo products, when the auctions began.

In the case of the *Amazing Spider-Man* #1, the high bidder, Steven Fishler of Metropolis Collectibles, said no sale took place and said that he doubted that the seller ever had the comic book.

"He said he lived in New York, and I live in New York, so I figured I would have the comic book picked up," Fishler said. "But then he said the comic book was in Maine with his mother."

Fishler said he questioned the seller further about the comic book and became concerned that the auction may not have been on the level. Fishler said the auctioner told him the comic book had belonged to his late father, and that he did not know when it had been graded by CGC. The grading service began grading comic books in 2000.

After deciding not to go through with the transaction, Fishler posted feedback on eBay alerting other bidders to avoid the auctioner's future sales.

Questions had arisen during both that auction and the auction for the *Amazing Fantasy* #15 that closed an hour earlier. One viewer of that auction identified the *Amazing Fantasy* #15 scan as having come from a recent posting by another online dealer — from whom he'd bought the copy. The collector, who asked not to be identified, told ***CBG*** that he recognized the markings on the scanned image and contacted the dealer, who concurred that the scan had been appropriated from his earlier posting.

The high bidder on the *Amazing Fantasy* #15 was "FENIXESCOBAR," a member of eBay since Feb. 9, who had previously only ever bid (unsuccessfully) on two pairs of blue jeans. The bidder bid four times on the *Amazing Fantasy* copy on May 19, and placed the final, $10,600 winning bid on it four hours before the auction ended on May 24. Both "GTMCPUS" and "FENIXESCOBAR" left positive feedback for each other 20 minutes apart less than 19 hours after the auction ended. "Received comic within 24 hours of payment (UPS Sonic Air)" the bidder wrote. "Just as described! A+!"

> ***"He said he lived in New York, but that the comic book was in. Maine with his mother."***
>
> — Steve Fishler, Metropolis

"FENIXESCOBAR" also bid on the *Amazing Spider-Man* #1 won by Fishler, raising his or her own bids 10 times in succession from $10,100 to $12,000 on May 19. (If, as some bidders who spoke with ***CBG*** said they suspected, one account was shill-bidding for the other and accidentally or intentionally won the *Amazing Fantasy* #15, "GTMCPUS" would still owe eBay in excess of $170 for running the auction.)

"GTMCPUS," who referred to himself as Gary in item descriptions, acknowledged in his auctions having received many questions. In an amendment to both auction listings May 20, he said that he had received more than 250 e-mail inquiries and stressed that he would only accept online Paypal payments. "Please, no trades," he wrote. "I have received some interesting trade offers, I might add; one in which the selling of a puppy was included. (I kid you not!) I am not excepting (sic) cash through the mail as a few people had offered."

The auctioner also assured bidders in both auctions that "Yes, this is an actual scan of the comic I am selling."

"GTMCPUS" closed by writing, "I am sorry to all those who I was unable to e-mail replies to, but I have become overwhelmed with e-mails, and that's why I thought this to be best. I guess I will sum up with this. (sic) I hope all this info finds you well. I wish you all the best of luck, and I thank you for looking. Take care and God bless!"

The seller was contacted for comment by ***CBG***, but did not respond.

Fishler told ***CBG*** June 12 that he contacted eBay, but that no action had been taken against the seller. "I contacted eBay and they do not care," he said. "They would rather have the money from the transaction."

On June 14, however, "GTMCPUS" was listed as "Not a Registered User" by eBay. Users can lose their registered status by being suspended by eBay or by requesting to be unregistered. The user "FENIXESCOBAR" remained registered and has not bid on anything since May 24.

eBay adds security measures

In other news, eBay announced last week that the company is using a new software program called FADE (The Fraud and Abuse Detection Engine) to help reduce fraud on its site. The program scans for suspicious listings and alerts company officials.

When FADE sees such potential scams as a first-time seller from Romania offering a laptop computer starting at $1, it will alert the company staff. The staff will then contact the seller to verify certain information.

Rob Chestnut, eBay's General Counsel, said FADE is similar to systems used by credit card companies to monitor for suspicious spending patterns. ✦

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CBG's EXCLUSIVE CGC PRICE INDEX

For CGC-graded comics auctioned, *CBG* compared the differences between the **median closing price offered** at each grade and the ***CBG Checklist & Price Guide*/*ComicBase*** price for an ungraded NM copy.

COMICS PUBLISHED BEFORE 1990

CGC comics graded **9.9 "Mint"** ...sold for a median price of **NM+2741%** (or **28.41** times the NM guide price) **in the quarter beginning April 1**
Sample: *12 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM +3450%**
Multiple for comics sold from **Mar.1-May 31**: **NM +2471%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM +3019%**

CBG's price for an **unslabbed Mint** comic book would be **NM +50%** (or **1.5** times our NM guide price)

CGC comics graded **9.8 "Near Mint/Mint"** ...sold for a median price of **NM+1383%** (or **14.83** times the NM guide price) **in the quarter beginning April 1**
Sample: *319 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM +1650%**
Multiple for comics sold from **Mar.1-May 31**: **NM +1432%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM +1500%**

CBG's price for an **unslabbed Near Mint/Mint** comic book would be **NM +25%** (or **1.25** times our NM price)

CGC comics graded **9.6 "Near Mint+"** ...sold for a median price of **NM+663%** (or **7.63** times the NM guide price) **in the quarter beginning April 1**
Sample: *337 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM +746%**
Multiple for comics sold from **Mar.1-May 31**: **NM +650%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM +620%**

CBG's price for an **unslabbed Near Mint+** comic book would be **NM +10%** (or **1.1** times our NM guide price)

CGC comics graded **9.4 "Near Mint"** ...sold for a median price of **NM+430%** (or **5.3** times the NM guide price) **in the quarter beginning April 1**
Sample: *340 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM +398%**
Multiple for comics sold from **Mar.1-May 31**: **NM +412%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM +407%**

CBG's ratios are pegged to its **NM grade price**. All prices on this page are shown in amounts relative to it.

CBG's definition: *Barely perceptible wear, tight spine. Some discoloration acceptable in older comics.*

CGC comics graded **9.2 "Near Mint-"** ...sold for a median price of **NM+182%** (or **2.82** times the NM guide price) **in the quarter beginning April 1**
Sample: *341 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM +167%**
Multiple for comics sold from **Mar.1-May 31**: **NM +173%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM +154%**

CBG's price for an **unslabbed Near Mint-** comic book would be **NM -10%** (or **0.9** times our NM guide price)

CGC comics graded **9.0 "Very Fine/Near Mint"** ...sold for a median price of **NM+80%** (or **1.8** times the NM guide price) **in the quarter beginning April 1**
Sample: *334 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM +103%**
Multiple for comics sold from **Mar.1-May 31**: **NM +77%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM +67%**

CBG's price for an **unslabbed Very Fine/Near Mint** comic book would be **NM -15%** (or **0.85** times our NM price)

CGC comics graded **8.5 "Very Fine+"** ...sold for a median of **NM +32%** (or **1.32** times the NM guide price) **in the quarter beginning April 1**
Sample: *353 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM +25%**
Multiple for comics sold from **Mar.1-May 31**: **NM +28%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM +25%**

CBG's price for an **unslabbed Very Fine+** comic book would be **NM -20%** (or **0.8** times our NM price)

CGC comics graded **8.0 "Very Fine"** ...sold for a median price of **NM -9%** (or **0.91** times the NM guide price) **in the quarter beginning April 1**
Sample: *346 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM -9%**
Multiple for comics sold from **Mar.1-May 31**: **NM -11%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM -13%**

CBG's price for an **unslabbed Very Fine** comic book would be **NM -25%** (or **0.75** times our NM price)

CBG's definition: *Slight creases, wrinkles at staples, some loss of gloss. Otherwise a flat, clean issue.*

CGC comics graded **7.5 "Very Fine-"** ...sold for a median price of **NM -32%** (or **0.68** times the NM guide price) **in the quarter beginning April 1**
Sample: *330 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM -22%**
Multiple for comics sold from **Mar.1-May 31**: **NM -36%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM -39%**

CBG's price for an **unslabbed Very Fine-** comic book would be **NM -32%** (or **0.68** times our NM price)

CGC comics graded **7.0 "Fine/Very Fine"** ...sold for a median price of **NM -49%** (or **0.51** times the NM guide price) **in the quarter beginning April 1**
Sample: *282 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM -47%**
Multiple for comics sold from **Mar.1-May 31**: **NM -48%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM -48%**

CBG's price for an **unslabbed Fine/Very Fine** comic book would be **NM -38%** (or **0.62** times our NM price)

CGC comics graded **6.0 "Fine"** ...sold for a median price of **NM -66%** (or **0.34** times the NM guide price) **in the quarter beginning April 1**
Sample: *166 comics sold at online auction*

Multiple for comics sold from **June 1-9:** **NM -66%**
Multiple for comics sold from **Mar.1-May 31**: **NM -66%**
Multiple for comics sold from **Feb. 1-Apr. 30**: **NM -66%**

CBG's price for an **unslabbed Fine** comic book would be **NM -50%** (or **0.5** times our NM price)

CBG's definition: *Cover worn but clean; no tape or writing. Stress lines, more rounded corners.*

COMICS FROM 1990 & LATER

- The median modern copy graded **10.0** closed **35.3** times NM guide this quarter.
- The median modern copy graded **9.9** closed **12.9** times NM guide this quarter.
- The median modern copy graded **9.8** closed **8.7** times NM guide this quarter.
- The median modern copy graded **9.6** closed **5.8** times NM guide this quarter.

These ratios are based on a nearly complete survey of online auctions of **unrestored** CGC-graded copies. In cases where a comic book did not realize a reserve price set by a seller, the highest price offered is regarded as what the market would bear.

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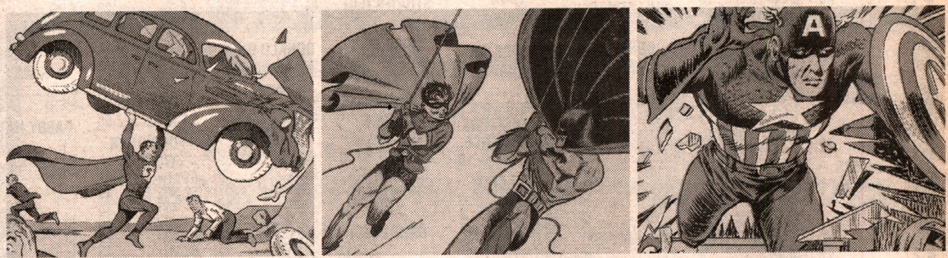

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3 G.....20

ACE COMICS
90 F.....29

ACTION
112 F.....180
125 G.....55
126 VG+.....130
127 VG 1st Tommy Tomorrow ..140
129 F+ w/very tiny chip.....180
138 VG+.....130

ADVENTURE
137 F-.....135
178 G Tears....40

ADVENTURES IN 3-D
1 VF.....95

ADVENTURES INTO THE UNKNOWN
9 G+.....45
10 G+.....25
12 G.....25
15 G-.....16
15 VG+.....63
16 F/G.....18
16 F/VF.....89
17 G.....29
18 G.....24
62 G.....7
82 VG+.....10
99 VG.....8
99 VG+.....10
103 VG+.....10
121 G+.....6

ADVENTURES OF ROBIN HOOD (ME)
6 G+.....15

AIR ACE
V2 9 G-.....7
V2 12 G+.....13

AIRBOY COMICS
V3 2 G.....31
V4 2 F-.....56
V5 7 VG+.....40
V5 9 VG-Heap 27
V7 11-VF white 100
V8 3 G.....12

AL CAPPS LI'L ABNER
71 F.....44
1950 Joins The Navy G-.....10

AL CAPP'S SHMOO COMICS
1 G.....30
2 G.....21
3 F.....64

ALLEY OOP
15 VF-.....70
15 VG.....35
16 F.....50

ALL FAMOUS POLICE CASES
9 Fair/Good.....10

ALL FUNNY
10 G.....22

ALL GREAT
1 G+.....24

ALL LOVE
27 F.....28

ALL TOP
1 G-.....34
2 G-.....10

AMAZING ADVENTURES (Z-D)
6 VG+.....75

AMERICAN LIBRARY
5 F Rare.....45

AMERICA'S BEST COMICS
NN (ABC) F.....30
15 VG White ..85
16 G.....45
17 G- no cntrfld 20

AMERICA'S GREATEST COMICS
3 VG-.....166

ANCHORS ANDREWS
1 F- Baker.....75

ANDY PANDA 4-COLOR
258 F.....22

ANIMAL COMICS
22 VG.....15
23 VG.....14
23 G.....7

ANIMAL FAIR
4 G-.....7
5 F+.....34

APACHE (F.H.)
1 G-.....15

APACHE TRAIL
2 G+.....9
3 G.....6

ARCHIE
1950 Annual rare VG- white pages, couple chips on spine 280
17 F.....160
27 VG/F.....97
32 VG-.....35
34 G.....19
35 VG/F.....60
46 G+.....24

ARCHIE'S PAL, JUGHEAD
Annual #2 Fr/G 29

ATOMAN
1 VF/NM.....350

ATOMIC MOUSE
26 VG Giant....21
27 VG.....9
51 G+.....5

AUTHENTIC POLICE CASES
3 VG w/pobc 1"x3".....30

AVIATION ADV'S.
16 F.....18
16 G+.....10

BATMAN
71 Fr/G.....49

BATTLE STORIES
4 VG+.....13
5 VG+.....13

BILL BARNES
1 VG-.....110

BILL BOYD WESTERN
6 VG.....28
10 G-.....10

BILLY THE KID (TOBY)
13 G+.....7
17 F/VF.....24
17 F.....16
18 F.....16
19 F.....12
22 G+.....10
26 VG.....12
28 F.....9
29 G+.....4

BLACK CAT
63 VG.....23
63 G+.....17
64 F.....34

BLACK DIAMOND
52 F 3-D.....32

BLACKHAWK
20 VG+ Bondage 135
31 G+.....54
101 G/G.....16

BLACK HOOD (MLJ)
18 VG.....85

BLACK MAGIC
6 VG+.....90
V8 5 VF.....40
18 Kirby.....77

BLAZING WEST
2 VG+.....28
13 F.....15
15 F-.....17

BLONDIE
2 VG.....19

BLUE BOLD, WEIRD TALES
114 VG Wild L.B. Cole cvr.....110

BLUE BOLT
V6 4 G+ Not in PU.....50
V9 2 VG+.....22
V9 9 VG L.B. Cole.....50
103 VG Cole....75

BOBBY BENSON'S B-BAR-B RIDERS
3 G-.....9

10 F.....26
18 F.....26
18 G.....26

BOB COLT
3 G+.....28
4 VG.....38

BOOTS & HER BUDDIES
6 F+.....45

BOY
78 VG/F.....30

BOY COMICS
17 VG/F.....84
22 VG.....40
24 G white.....28
39 VG.....40
43 G+.....25
55 VG.....24
58 VG-.....22
80 G+.....8
94 G.....7
94 F.....24
109 F+.....29
114 VG+.....22
115 VG+.....22
116 F.....25

THE BRAIN
1 G+.....12

BRENDA STARR
7 F+ (Superior) 250
15 F (Chart) 90

BRIDES ROMANCES
12 VF.....9
1 G.....6

BROADWAY ROMANCE
VG P-cover Ava Gardner.....28

BUCCANEER
8 (IW) VF.....19

BUGS BUNNY 4-COLOR
200 G+.....15
217 G.....10
233 VG.....20
250 VG.....20
274 VG.....20

BULLETMAN
16 VG.....120

BUSTER BROWN
3 G.....10
8 VG.....18
10 G.....7
18 F+.....29
19 F.....19
28 VG.....19
38 VG.....10
39 F.....10
41 VG.....8

BUZ SAWYER
3 F+.....45

CALLING ALL BOYS
3 VG+.....10

CANDY
2 G.....13
4 VF sr.....16

CAPT. AND THE KIDS
23 VF w/tiny tear 21
25 F+.....19

CAPTAIN FLEET
1 VF+ Nice.....90

CAPTAIN GALLANT
NN NM (Heinz) 60
NN VF+.....49

CAPTAIN MARVEL
27 F.....190
46 F.....79
47 G+.....45
47 G.....28
48 VG.....65
50 VG.....65
51 G.....30
53 F.....90
76 VG.....50
83 VG-.....36
85 F.....30
87 VG.....48
91 F/F+.....75
93 G.....25
97 VG.....44
98 VG.....44
100 G/G.....40
110 F.....85
113 VG+.....53
Wheaties Giveaway VG w/tape.....88
129 VG.....43
131 G.....22
135 VG.....43

CAPTAIN MARVEL JR.
22 G- w/no cntrfld 20
28 VG.....80
29 F.....110
30 VG.....72
32 VG.....60
35 G+.....50
45 F+.....79
56 VG/F.....55
63 VG+.....50
67 Fr.....12
69 VG.....45
72 VG+.....42
78 F.....50
91 G+.....25

CAPTAIN MIDNIGHT
10 missing pages o/w G+ 25
16 G+.....62
34 VG/F.....80
36 VG.....52
31 Fair.....17
34 VG/F.....80

CAPT. STEVE SAVAGE
NN G/VG.....54
2 G/VG.....15
3 F.....17
4 G.....6
5 F.....25
6 VG+.....15

CATHOLIC COMICS
12 VF.....65

CHALLENGE OF THE UNKNOWN (ACE)
6 VG-.....44

CHAMBER OF CHILLS
7 VG.....55
9 G/G.....22

CHAPLAINS AT WAR (LIVING BIBLE)
3 VG Cole......100

CINDERELLA LOVE
6 VF- wow 40
9 F.....28

COMICS ON PARADE
48 G+.....21
79 VG.....12

CONFESSIONS OF ROMANCE
8 G- Cole.....10

COO COO
18 G.....6
18 G+.....8
32 VG.....11
42 G.....12

CLASSICS
26 Hm 30 VG..60
83 Hm 85.....15

COOKIE
4 G.....7
7 VG.....13
12 G.....6
17 G.....6
17 VG.....12
19 VG.....12
19 G.....5
21 VG.....9
21 G.....5
22 G.....5
23 VG+.....14
27 F+.....15

COWBOY WESTERN (CDC)
19 G-.....6

COWGIRL ROMANCES
10 VG+ Baker 125

CRACK COMICS
41 F.....54
59 F+.....100
69 G Western..15
82 VG/G.....15

CRIME & JUSTICE (CDC)
13 VF.....40

CRIME & PUNISHMENT
1 F.....110
26 VF.....35
41 G+.....9

CRIME DETECTIVE
6 F.....28
11 F/F+ white..40
V2 1 VG/F.....25
V2 VF- white ..40

CRIME DOES NOT PAY
60 G+.....22
64 F.....40
65 F.....45
69 VG-.....23
72 VG.....23
86 F-.....32
90 F+.....51
92 F+.....51
92 VG.....23
93 F+.....51
93 VG+.....30
95 F+.....51

CRIME FIGHTING DETECTIVE
13 VG Cole.....33
14 VF- Cole....90

CRIME MUST PAY THE PENALTY
10 VG+.....25
14 VG+.....25
17 VG.....20
21 F.....16
33 Fr/G.....9

CRIME SMASHER
1 F w/nickel sized pofc.....60

CRIME SMASHERS
1 F w/loose cntr-fld soti.....160
2 VF- Kubert - c 200

CRIMES BY WOMEN (FOX)
13 VF unheard of this nice 795
14 VG hard-to-find even this nice.....300

CRIME SUSPENSTORIES
6 G/VG.....45
7 VG+.....75
9 F.....90

CRIME SUSPENSE STORIES (EC)
9 Fr/G.....24

CRIMINALS ON THE RUN
V4 6 F+ Cole .120

CROWN COMICS
2 VG 1st Mickey Magic.....46

CRUSADERS FROM MARS
1 VG Owl 10.125

DANDY (EC)
6 G.....17

DANGER IS OUR BUSINESS
3 G.....9

DANIEL BOONE
2 G- (Quality)19
6 VF (Quality)..75
1 G+ Sussex ...21
2 G+ Sussex ...14

DAREDEVIL
53 G.....15

DAREDEVIL (LEV)
49 VG+.....65
51 G.....17
52 VG+.....40
64 G+.....25

DAREDEVIL (LG)
18 VG.....210
36 F- Name...60
38 VG/F.....90
55 VG.....24
78 G.....9

DARING ADVENTURES
9 VF (I.W.) 35
17 F+ Green Lama.....15

DARK SHADOWS (AB)
2 VG+.....30

DARLING LOVE
10 VG.....15

DARLING ROMANCE
2 F.....25
3 G.....8
5 VG+ "Love"..14

DAVID CASSIDY (CDC)
1 VG.....25
2 G+.....6

DAVY CROCKETT
1 G.....8
2 VG+.....13
4 G.....5

DEAD-EYE WESTERN
4 VG.....12
4 G+.....9
10 VG.....12
11 F white......20
V2 1 G tear 5
V2 12 VG.....8

DEARLY BELOVED
1 F/VF.....75
1 G.....12

DEATH VALLEY
9 F.....15

DENNIS THE MENACE
13 VG.....22
13 G+.....15
15 G.....11
16 G.....11
18 G.....11
20 G.....8

DENNIS THE MENACE (PINES)
4 VG Giants 19
6 VG.....10

DIARY LOVES
18 F/F+.....18

DIARY SECRETS
11 VF dust shadow.....100
11 F+.....70
21 Fair Baker ..12

DO-DO
7 F+.....39

DOGFACE DOOLEY
1 VG.....15

DOLLMAN
17 VG+.....100
18 VG.....80
20 VG.....80
25 F.....110
27 VG/NM.....250
27 F-.....110
30 F.....110

DONALD DUCK
27 NM- wow.110

WALT DISNEY'S DONALD DUCK 4-COLOR
189 Fr/G.....39
238 G+.....53
256 VG-.....53
263 G+.....46
275 G.....29
282 G.....29
291 VG-.....45
318 G-.....18
394 G-.....12
408 VG-.....40

DON WINSLOW
20 Fr/G.....12

DURANGO KID
1 G cover only 20
4 G tear.....35

DYNAMIC COMICS
16+ Bondage ..90

DYNAMO
1 VG/F.....12

EGBERT
15 G.....4
16 F/VF.....19

ELLERY-QUEEN
2 VG Ziff-Davis 150

EXCITING
40 VG.....89

EXCITING COMICS
15 Fair.....24

EXPOSED
5 G+.....17

FAMOUS CRIMES (FOX)
17 F+ white..120
17 F+ white..120

FAMOUS FAIRY TALES (1942)
NN G+.....39

FAMOUS STARS
6 VG+.....50

FARGO KID
V11 4 VG.....23

FAST FICTION
3 G-/G.....29

FAWCETT MOTION PICTURE
112 VG/F.....38
112 VG.....29
112 G+.....20
113 F.....30

FAWCETT MOVIE COMICS
NN VG "Powder River".....62
NN G "Powder River".....31
11 VG/F Lash LaRue.....75

FEATURE BOOKS
36 VG.....28
38 G.....16
40 VG.....29
42 VG.....29
43 F+.....63
44 G.....13
45 VG.....28
47 F.....63
48 VG.....48

FEATURE COMICS (DOLLMAN)
96 VG.....28

FEATURE STORIES (FOX)
3 G- scarce not bad.....40

FELIX THE CAT
1 G/VG.....42
30 G.....20
32 VG.....25
33 G.....9
35 G.....9
36 G+.....29
37 VG- 100 pgs RARE!.....120
42 F.....12
51 VG.....37

FIGHT COMICS
85 Fair.....7

FIGHTING AMERICAN
1 VF Harvey 27

FIGHTING FRONTS
1 G.....7
2 VG+.....10

FIGHT THE ENEMY
1 VF.....19

FIREHAIR
5 F white.....60

FORBIDDEN WORLDS
51 VG+.....22
52 VG.....15
61 VG.....15
64 VG.....13
65 VG+.....23
68 VG.....13
135 VG+.....7

FOUR COLOR COMICS
17 G Popeye ...57
33 missing centerfold O/W G 50
60 G.....15
75 G G.A.....40
76 VG-.....36
79 VG- MM....150
90 VG.....20
91 G+.....25
104 G.....18
112 G.....14
113 F+ Popeye 60
121 G.....11
128 G.....20
132 NM Stunning 120
158 G Lulu.....28
159 G D. Duck 55
169 G.....15
181 G.....15
182 VG P.P.....20
188 G+.....14
189 G+.....15
191 G.....10
191 VG P.P.....20
200 F B.A.....30
206 F+ O.A.....30
223 G "Square Egg".....65
257 F/VF.....24
274 VG.....17
280 G+ A.P.....11
291 F D.D.....87
295 VG P.P.....15
317 G+.....11
318 G.....18
345 F+ A.P.....19
347 F/F+ B.B....23
352 VF M.M.....45
353 VG D. Album 17
356 G D.D.....15
362 F M.M.....25
366 F+ B.B.....30

367 F D.D. 75
370 F+ P.P......18
371 F M.M.....17
379 VG.....12
383 F A.P.....10
385 F P.P.....11
385 F P. Pig 11
442 F Peter Pan 25
456 F/F+ Uncle Scrooge.....195
586 VG Duck Album.....10

FOUR COLOR TIPPIE & STUBBS
242 VG-.....7

FOURMOST (4 MOST)
V6 4 VG.....17

FOX & CROW
1 VG.....210
4 F.....110

FRISKY ANIMALS
48 G.....15

FRISKY FABLES
V1 3 G.....8
V2 2 G.....6
V2 3 G.....6
V2 12 VG.....13
V3 1 G+.....8
V3 9 G-.....5
V4 3 G.....6
V4 4 G+.....9
V4 5 G-.....5
V4 7 G.....5
V5 1 G-.....5

FUNNIES
60 G/VG.....88

FUNNY ANIMALS
11 VG.....18
33 F.....34
34 VG/F.....15
53 F.....15
72 VG.....10

FUNNY BOOK
1 G+.....18

FUNNY FILMS
3 VG.....15

FUNNY 3-D
1 G.....10

GABBY
6 F.....10
6 VG+.....8

GABBY HAYES
2 G.....21
4 F.....41
8 VG+.....30
9 G+.....18
11 F.....26
12 F.....26
14 F.....26
15 VG.....18
17 F.....26
47 F-.....19

GERONIMO (AVON)
3 G.....21

GIANT COMICS EDITIONS
13 VG/F Spine great.....130

G.I. JOE (Z-D)
11 F 1951.....20
11 VG.....18
8 G 1952.....7
18 F.....10
20 F.....10
27 F.....10
28 G-.....5
30 G.....5

G.I. SWEETHEARTS
33 VG/F.....10
34 G.....5
42 G.....5
45 G-.....4

G.I. WAR BRIDES
2 F+.....21

GIGGLE
22 G-.....5
28 G.....5
45 G-.....5
47 G.....6
49 G.....5
53 G.....5
54 G.....5
55 F+.....25
55 VG+.....18
56 G.....5
59 G.....5
61 VG.....11
62 VG.....11
64 G-.....4
66 VG.....11
68 G+.....8
69 G.....5
70 VG.....11
76 G.....6

78 VG.....10
80 VG+.....13

GIRL CONFESSIONS
15 VG.....17

GLAMOROUS ROMANCES
43 G+.....5
61 G.....5
63 G+.....7
69 G+.....7
69 F+.....7
72 G.....5

GOLDEN ARROW
3 VG/F.....65

GOOFY COMICS
16 G.....8
19 VG.....10

GORGO
4 VG.....12
4 G.....7
5 VG+.....20
6 VG+.....20
8 VG+.....20
22 VG/F.....8
23 VG/F.....8
NN "Revenge" VF 20
2 G "Return".....7
3 VG "Return"...8

GRAND SLAM ACES
44 VG+.....30
47 VG white....25
49 G.....10

GREAT ACTION
1 VF+ (I.W.) 18

GREAT LOVER ROMANCE
9 VF-.....24

GREEN HORNET
30 VG-.....67
47 VG.....55

GREEN LAMA
3 F+.....225
4 F+.....225
5 cvrls.....21
6 VG white ...120

GREEN MASK (FOX)
6 logo cut off o/w VG.....30
11 G/G+.....38
V2 2 G+.....30

GREEN PLANET
NN F/VF.....35

GUADALCANAL DIARY
NN Fr/G.....15

GUNSMOKE (YOUTHFUL)
6 G-.....12

HA-HA
26 VG+.....14
32 G.....6
37 G.....6
45 VG.....10
47 VG.....10
49 VG.....10
54 G+.....10
55 VG.....10
55 VF/NM sm. name.....28
58 G.....5
58 G.....5
59 VG.....8
59 NM.....28
61 F-.....13
62 G.....5
65 Fr/G.....5
66 F.....14
70 G.....5
73 VG+.....12
75 VG+.....12
80 VF.....18

HAPPY
29 G Fraz.....12

HAPPY COMICS
9 G+.....14
12 G+.....12
19 G.....7

HAUNT OF FEAR
5 VG.....98

HAUNT OF FEAR (EC)
12 VG.....55
13 F.....80

THE HAWK
4 VF.....55
7 G.....9
10 VG-.....13
12 G+.....14

HEADLINE COMICS
35 G-.....19
40 F.....23
46 VF dust shadow.....28
65 G.....5
72 G.....6

HEART AND SOUL
1 F/F+.....30

HEE HAW
1 VG/F.....10
2 VG/F.....7

HELLO PAL
2 F.....115

HERBIE
2 F.....23
8 F-.....25
20 VG/F.....14
21 F/VF.....18

HEROIC COMICS
31 VG.....9
31 VG white ..15
32 VG white ..15
33 F-.....15
35 VG.....13
62 F.....14
64 F+.....21

HI-JINX
1 VG-.....33
2 VG.....18
4 VG.....25
5 G.....11

HIT COMICS
37 sm chip....26
39 G writing...26

HOT ROD COMICS
4 F foxing.....45

HOPALONG CASSIDY
13 VF+ Nice ..135
16 VG.....32

HOT ROD RACERS
12 VG+.....9

HOT RODS & RACING CARS
19 VG+.....17
52 G.....5

HOUSE OF MYSTERY
6 VG-.....65
44 VG-.....24

HUMAN TORCH
34 F w/loose centerfold white pages 250

HUMPHREY
5 VG+.....12

HURRICANE COMICS
NN VG.....36

IDEAL COMICS
4 VG.....25

INDIANS
8 G-.....9
9 G-.....8
10 VG+.....14
10 G.....9
11 VG+.....20
13 VG+.....20

INTIMATE CONFESSIONS
2 G.....14
7 VG+.....55

IT REALLY HAPPENED
10 F+.....30

IWO JIMA
NN G.....26

JACE PEARSON OF TEXAS RANGERS (4-C)
396 VG.....21

JACKIE GLEASON (ST. JOHN)
2 F+.....210
2 G+.....75

JAMBOREE COMICS
2 VG.....22
3 G+.....11

JEEP
3 G- Cole.....50

JESSE JAMES
20 G+.....17

JETSONS (CDC)
1 F-.....15

JIM SOLAR
"Man From Mars" NM....35

JOE LOUIS
1 F/VF.....225

JOE PALOOKA
3 G-.....38
4 G-.....25
6 F+.....52
7 VF.....72
13 VG+.....25
19 VF+.....50
20 F+.....40
24 VG.....22
25 F.....17
25 VG/F.....15
28 F.....20
29 F.....20
29 VG.....15
33 F.....16
35 VG/F.....14
37 NM.....32

JOE YANK
6 G.....7
11 F.....11
16 G.....5

JOHNNY HAZARD
8 VF nice.....69

JOKER
26 Fr.....21

JOURNEY INTO MYSTERY
21 G/G- Kubert 42

JUMBO COMICS
91 F/VF.....82
109 VG.....34
114 F.....38
131 VG+.....42

JUNGLE COMICS
100 F.....56
129 F/F+.....55
132 F-.....44

JUSTICE TRAPS THE GUILTY
5 VF+ sharp..230
14 F.....32
18 F.....38
20 VG.....15
22 VF w/1" tr ..30
23 VF+.....45
24 VG+.....15
25 VF/NM.....45
72 VF.....20

KA'ANGA COMICS
2 F/VF.....140
3 VG.....50
1 (I.W.) F+.....10

KATY KEENE
2 VG/F.....115

KEEN TEENS
5 F+ Sinatra photo.....95
1 VG+.....53

KERRY DRAKE
9 VG.....30
14 VG.....20
17 G.....10
18 F.....25
22 VG.....15
23 NM- wow..50
24 F.....30
24 G+.....8

KID COWBOY
4 G+.....10
4 G-.....4
8 G.....4
13 G/VG.....9

KID ETERNITY
10 G+.....36

KILROYS
26 VG.....12

KING COMICS
64 F.....45

KIT CARSON
8 VG+.....16

KONGA
4 VG.....23
6 F+.....30
8 VG.....16
17 F+.....9
23 G.....6

LAND OF THE LOST (EC)
3 VG.....30
4 G.....20

LAUGH COMICS
21 G.....35
29 G+.....22
35 G+.....16
37 G+.....14
45 VG.....20

LAWBREAKERS
6 G.....15

LIFE STORY
1 G+.....16
28 VG+.....9
42 VF+.....23
43 VF-.....24

LI'L ABNER
62 G.....16
63 VF.....110
69 VG.....29
71 G+.....16
78 G.....15

LITTLE AUDREY
24 VG St. John 15

LIVING BIBLE
1 VG.....62

LONG BOW
3 F.....25
6 G-.....7

LOONEY TUNES & MERRY MELODIES
16 G+.....46
26 G.....20
27 G-.....18
31 G.....16
36 G-.....16
42 VG.....27
43 VG/F.....35
53 VG/F.....23
59 F+.....40
60 VG+.....24
61 VG.....13
64 VG.....14
65 VG/F.....16
71 G+.....9
74 G+.....9
78 G.....6
80 G-.....5
82 VG+.....14
83 G.....5
85 G.....5
86 Fr/G.....4
87 VG+.....10
89 G.....5
97 G.....4
100 G.....5
107 G.....4
109 Fr/G.....4

LOVE CONFESSIONS
16 F.....16
18 G.....5
19 G.....8
19 G.....5
21 F+.....16
27 VG.....8
37 G-.....3

LOVER'S LANE
37 F+.....13

MAGIC COMICS
88 G.....8
100 G+.....13

MAGIC AGENT
1 VG+.....13

MAGIC COMICS
121 F.....17
122 F.....17

MARCH OF COMICS
72 VF- double cover.....49
72 VG.....20
87 Owl 10 26
247 VF+.....28
459 F+.....6
463 F+.....6

MARGIE
38 G.....10
47 G.....10

MARGIES LITTLE LULU
12 G.....25
15 VG.....50
16 F.....60
25 Fr/G.....15
146 (4-Color) VG 75

MARMADUKE MOUSE
9 G-.....5
10 G.....5
11 VF+.....30
37 F+.....19

MARTIN KANE (FOX)
4 G/G- Scarce.50

MARVEL FAMILY
1 VG nice copy 260
1 G.....150
11 VG.....55

MARVEL TALES
97 VG- Sungirl 150

MARY MARVEL
1 VG/VG+ white 465

MASTER COMICS
47 VG-.....70
50 G.....40
83 VG.....28

MAZIE
9 F+.....15
9 F.....10
14 VG+.....6

MICKEY FINN
6 VG white.....14

MICKEY MOUSE (4-C)
170 G.....18
214 VG+.....33
268 VG-.....19
279 VG.....20
304 G.....10

MIDNIGHT (AJAX)
1 G.....12

MIDNIGHT MYSTERY
7 G+.....10

MIGHTY MIDGET
11 Capt. Marvel VG.....30
11 Capt. Marvel Jr. VG.....30
11 Golden Arrow VF.....90
11 Golden Arrow VG.....26
12 Balbo VF.....30
12 Phantom Eagle F.....19

MIGHTY MOUSE
8 VG/F.....40
23 VG.....15
28 F+.....25
80 F.....17
Fun Club 6 Giant F.....27

MILITARY COMICS
31 VG-.....80
38 VG.....94
40 VG-.....80
41 VG-.....80

MR. ANTHONY'S LOVE CLINIC
1 G-.....10

MISTER DISTRICT ATTORNEY
7 G/G+.....33

MODERN
49 VG.....72
52 G+.....59
64 G+.....40
78 VG.....75
100 F generous 95

MON-KEYSHINES
27 VF/NM.....28

MONTE HALE
65 F.....24
83 G/G-.....8

MONTY HALL
1 VG.....19

MOPSY
3 Fr/G crayon..10

MORTIE
1 VG-.....15

MOVIE LOVE
1 VG/F.....28
9 G.....10

MURDER INCORPORATED (FOX)
2 F/VF.....260
15 VG/F.....110

MUTT AND JEFF
27 VF.....20
29 Fr golf.....9
33 G.....7
34 G+.....10
38 VG.....14
39 VG.....14
41 G.....7
42 G+.....10
46 G-.....6
49 G.....10
63 G.....6

MY LOVE SECRET (FOX)
24 G- (#1).....30
25 G+.....40

MY SECRET
1 G.....12

MYSTERY IN SPACE
5 G+.....80

MYSTERIES OF UNEXPLORED WORLDS
1 G+.....44
20 VG.....8
22 VG Ditko ...28
26 G.....14
28 VG.....6
29 F.....8
30 F.....10
31 VF.....12
32 VG.....5
33 G-.....3

MY STORY (FOX)
12 F+ w/1-1/2" tr. 40

MYSTERIOUS SUSPENSE
1 VG+ Ditko ...12

NATIONAL
51 VG+ white .70
66 VG+.....33
67 F-.....35

NAVY 1817-1865
NN F+.....21

NEW ROMANCES
8 G.....6
14 F.....24
15 G.....5

NIGHTMARE
13 F/VF.....95

NIGHT OF MYSTERY
15 G sm tape..39

NORTHWEST MOUNTIES
12 VG Baker....23

NUTTY COMICS
5 F+.....19

OUTER SPACE
V2 25 VG/F.....25

OUTLAWS
4 G-.....11
13 G Cole.....14

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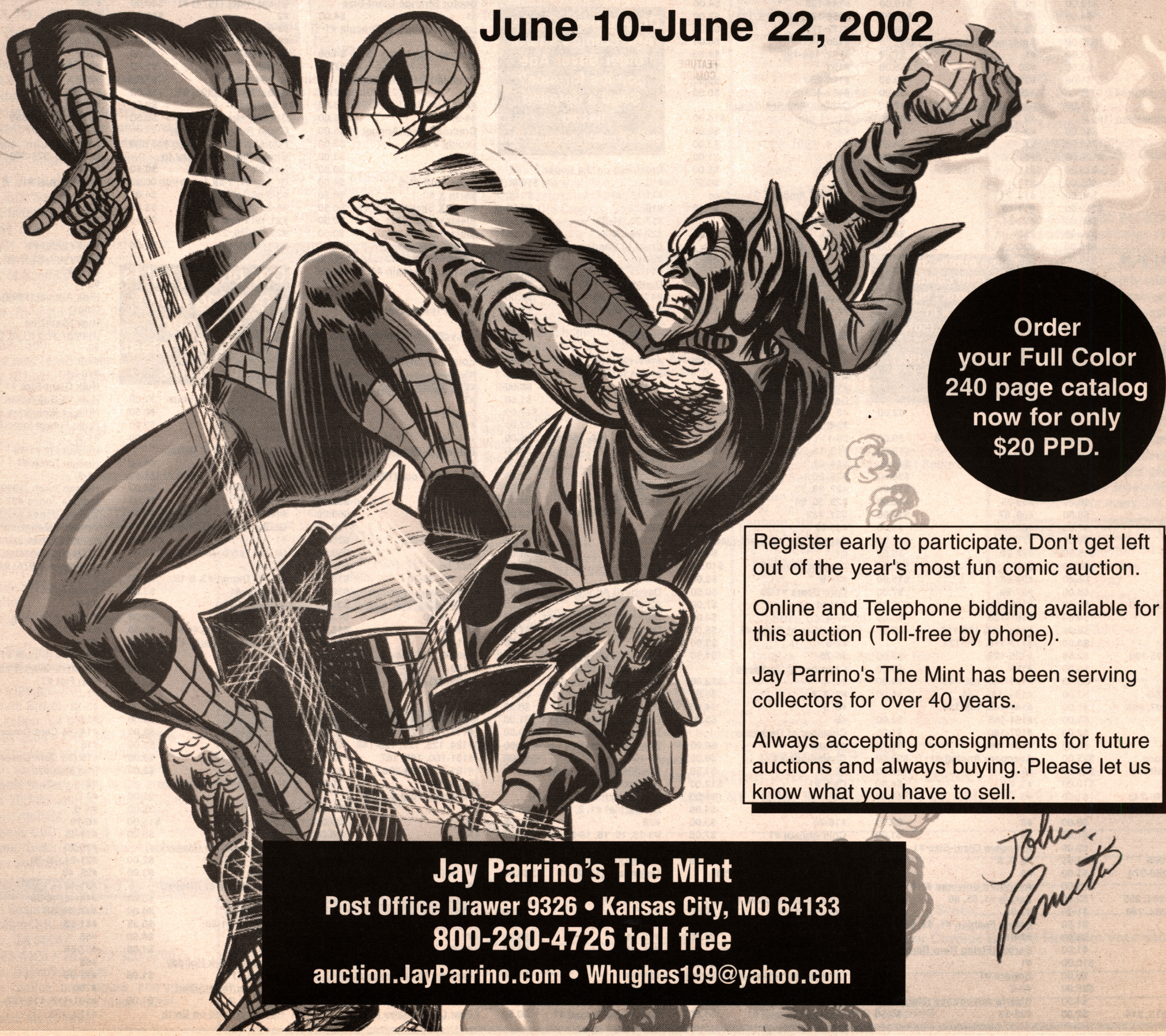

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TALES FROM THE DATABASE

By **Chuck Rozanski**

Last week, I promised you that this week I would venture into the perilous straits of comic-book grading standards. I do this with a great deal of reluctance, as I know that there are as many different definitions of grading as there are comics fans and comics dealers. Grading is a subjective endeavor, and we all have our particular flaws in a comic book that we accept with equanimity, and others that cause us to immediately downgrade the book significantly. Within that spectrum of personal deviance from the norm, however, there are certain overall generalities to which most people subscribe. The purpose of this column is to compare those generalities (as reflected in Bob Overstreet's 1992 Edition of *The Overstreet Comic Book Grading Guide*) with what we're seeing today from Comics Guaranty LLC. I'll open this discussion with my definition of "Mint."

OK, class, if you'll open your copy of Bob's grading guide to page 34, you'll see that the first criteria that Bob Overstreet puts on comics in "Mint" condition is "Near Perfect in Every Way." This is a critical definition, as it specifically utilizes the adjective "Near," and does not require comics in Mint to be absolutely perfect, which is the standard that CGC has chosen to apply to books in the 10.0 category.

My opinion on the subject of "Mint" is quite simple. I learned about grading from Phil Seuling, one of the pioneers of comic-book retailing, who passed away during the early 1980s. Phil had a wonderful saying about grading comics which I still live by: " 'Mint' refers to a flavor of chewing gum or candy, and has no application in the world of comics. There has never been a 'Mint' comic book." If there were one, however, I'll bet it sure would be tasty ...

Flipping to the other side of this question, I had a nasty battle with Carol Kalish and Peter David during the mid-1980s (when Peter was still Carol's assistant in Marvel's Direct Sales department) about the fact that Marvel wouldn't give us replacements for the damaged issues they were sending us from the Spartan Printing Company. In this case, we were receiving bundles of comics that had been counted out into groups of 50, and then wrapped with string. Because the middle-aged women who ran the string tying machine in the plant couldn't give a whit about comics (I went to the plant and watched them work ...), they frequently had the binding machine bundling too tight. As a result, the top copy and the bottom copy had deep string creases. When the bundling was especially tight, these creases sometimes went even into the second and third issues in a bundle. I insisted that Marvel replace these issues as damages because they were not "like new," which Carol initially flatly refused to do.

> ***"Microscopic flaws may have a significant impact on the value of a coin, but manufacturing coins is a far more precise business than printing comics."***

We eventually worked this problem out, but I think it illustrates my position on "Mint" rather well. Given that comics are mass produced by factory workers who have no interest (or incentive) to produce a quality product, we have to accept the fact that minor flaws in otherwise brand-new comics are almost inevitable. Even the famous books of the Mile High/Edgar Church collection all had minor flaws (especially small corner tears from the metal "grabbers" that used to pull the comics off the line). As far as I'm concerned, Bob Overstreet's 1992 definition that Mint comics are "Near" perfect works just fine for me. Once you get to the point where you have to look through a jeweler's loop to find the flaws in a comic book, I think you've descended into an area of anal madness. Comic books are mass-produced consumer goods. To my way of thinking, any comic book that looks as good as it originally came from the plant is Near Mint/Mint , as long as it doesn't have a significant production flaw.

The problem I have with CGC's self-imposed higher grading standards for comics in the 9.2-10.0 area is that they're trying to apply coin-collecting standards to comic books. While they may have learned from their experiences in the coin-collecting hobby (their original area of endeavor ...) that microscopic flaws may have a significant impact on the value of a coin, manufacturing coins is a far more precise business than printing comics. In fact, many countries (including the U.S.) have for decades manufactured "proof" coins which are reputed to be the highest quality examples possible. Clearly, no one (yet) is trying to foist "proof" comics on our hobby, but CGC is trying to apply that standard within a hobby that was quite happy with "Near Perfect" before they came along.

As I mentioned last week, what makes this significant to all collectors and dealers of comics is that once the bar has been raised on the highest grades, there is an inevitable upward drift in all the grading standards. If you shelled out big bucks for a key book in NM, and you send it in to CGC to be graded and they send it back to you graded as a VF, how would that make you feel? If it happens to you, don't be surprised, as I've seen some very sad cases of collectors who have had massive reductions in the average grades of their collections as a result of CGC grading. You read lot of news articles about the lucky folks who have been "winners" in this crazy grading lottery (I've been one ...), but you seldom hear about the folks who had their books nitpicked to death.

Please understand that in some instances, I believe that CGC is completely correct in downgrading books. But I also believe that in the higher grades (9.2-10.0), they are applying standards that are completely new to the field of comics. Given that the Overstreet team in now in "negotiations" to "revise" their grading standards to be closer to CGC's, individual comics collectors may be about to take the worst beating since Ron Perelman took over the reins at Marvel. Wake up to the danger of these "negotiations" on grading, or you could easily end up being a victim.

Next week, I'll explore Overstreet's 1992 criteria for Near Mint. ✦

***Chuck Rozanski**, owner of Mile High Comics, the world's largest online comics retailer, can be reached directly at **chuck@milehighcomics.com**. To receive his weekly e-mail newsletter, visit **milehighcomics.com** and sign the guest book.*

What customers are buying ...

Top Golden and Silver Age sold by Mile High, from May 31-June 6, 2002:

1. *Amazing Spider-Man* Vol. 1 #49 in NM	$150.00
2. *Giant-Size X-Men* #1 in GD	$150.00
3. *Rudolph, Red-Nosed Reindeer* 1950 in VG	$120.00
4. *Sea Devils* #1 in GD	$115.20
5. *Superman* #40 in FR	$114.00
6. *Showcase* #28 in GD	$96.00
7. *Showcase* #29 in GD	$96.00
8. *Straight Arrow* #14 in VG	$90.00
9. *Amazing Spider-Man* Vol. 1 #21 in GD	$72.00
10. *Tales to Astonish* #70 in FN	$72.00

Top Modern comics sold by Mile High, from May 31-June 6, 2002:

1. *Marvel Feature* #2 in NM	$100.00
2. *Ultimate Spider-Man* #1 in NM	$90.00
3. *Wolverine: The Origin* #1 (DF signed) in NM	$75.00
4. *Marvel Feature* #3 in NM	$64.00
5. *DC Special* #13 in NM	$55.00
6. *Men in Black* TPB #1 in FN	$50.00
7. *Death of Captain Marvel* GN #15 in NM	$50.00
8. *X-Men* Vol. 1 #105 in VF	$48.00
9. *Wolverine: The Origin* #1 in NM	$48.00
10. *Fantastic Four* Vol. 1 #112 in VG	$48.00

... and what they're looking for

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2. *Star Wars: Union* TPB
3. *Star Wars: Empire's End* TPB (1st print)
4. *Wolverine: The Origin* #6
5. *SW: Tales of the Jedi: Freedon Nad Uprising* TPB
6. *Call of Duty: The Brotherhood* #1
7. *Spider-Man* #13
8. *Amazing Spider-Man* Vol. 1 #375
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10. *Web of Spider-Man* #86

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So many comics, so little time

Crush of summer auctions tests limits of grader's system

By **Nathan Melby**

The summer is filled with a lot of comic-book auctions, and they all have one thing in common: The sellers want their comic books graded before they go on the auction block. According to Comics Guaranty Corporation Primary Grader Steve Borock, CGC has been swamped with orders. "It's unbelievable, basically we're inundated with work. We can't hire people quickly enough," Borock told ***CBG***.

With the Heritage Signature Auction at Wizard World Chicago July 4-6, the All-Star auction at Comic-Con International: San Diego in August, and the MastroNet Americana Auctions among others, all featuring many comics from the Platinum, Golden, and Silver ages, this is a big summer for auctions and CGC. Heritage alone is going to have 3,000 lots for CGC to grade. "The demand is so heavy, and with the auction houses gearing up, it's just unbelievable," said Borock.

Jay Parrino's The Mint auction began June 10 and will end June 22. The auction features such lots as a near-complete run of *Amazing Spider-Man* #2-#100. This is from the "Massachusetts" pedigreed collection, and Borock and CGC were definitely impressed with the lot, grading most issues between a 9.4 and a 9.8. The auction also features a Mile High copy of *Leading Comics* #1, as well as such other comics as *Plastic Man* #1, *Tomb of Dracula* #1, and *Action Comics* #98, all of which are the highest graded of their kind.

The Heritage Signature Auction contains multiple copies of many comics, several with restoration, which takes CGC additional time to evaluate and grade. Among the highlights in that sale (a listing of all lots can be found in this issue beginning on Page 33), are: two copies of *Action Comics* #1, two copies of *All-Star Comics* #3, three copies of *More Fun Comics* #52 (an issue that only has a few dozen copies estimated to exist), three copies of *Superboy* #1, and two copies of *Superman* #1.

Among the lots in Heritage's July Signature Auction are restored copies of Action Comics #1 and More Fun Comics #52.

> ***"The days are anywhere from a basic nine-hour day, which is rare, to a 12- to 13-hour day."***

Borock said it's hard for graders at CGC to keep up with all the auctions that are coming this summer.

"The boys and I are just working around the clock, basically. I work every other weekend. The days are anywhere from a basic nine-hour day, which is rare, to a 12- to 13-hour day. It's tough, but we have to get the books out."

So many comic books have been coming in for grading that Borock has had to hire more staff to get the comics through before the auctions. "We can't hire people quickly enough, because you want to hire people who are very experienced and can handle comic books correctly. Someone you know you can trust — there's a whole bunch of factors involved," said Borock.

A standard grading procedure at CGC can take up to 40 business days, but Borock said that, in the case of a lot of these auctions, most people are requesting Walkthru service, where a comic book gets graded on the same day. For Walkthru grading, the customer pays 2.5% of a comic's fair market value, with a minimum charge of $110 and a maximum charge of $1,000.

With the number of Silver and Golden Age pedigree comic books being auctioned off this summer, the price for Walkthru grading is probably averaging closer to the maximum charge. That's just fine with Borock. "People are putting things through higher tiers just to get their books in faster," Borock said. "It's really great — I get to see the best of the best and the worst of the worst." ✦

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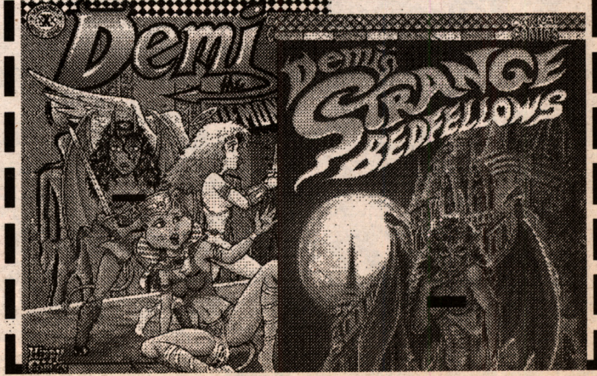

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- #59 (VG+) $25
- #60 (VG) $25
- #60 (GD-) $12
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- #75 (VF-) $115
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- #79 (GD/VG) $34
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EAGLE
- #1 (VG) $370

EH!
- #3 (FR) $17
- #6 (VF-) $85

FACE, THE
- #1 (FR/GD) PIECE OUT OF CF $75

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- (VF/NM) $135

FAWCETT MINIATURES CAPTAIN MARVEL, HORN OF PLENTY
- (VF/NM) $135

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- #98 (GD/VG) $20
- #123 (FR) NO BACK COVER $5
- #144 (GD/VG) $18

FEATURE PRESENTATION
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FIGHTING YANK
- #18 (CGC VF/NM 9) $750
- #19 (CGC FN+ 6.5) $250
- #21 (VG+) $175
- #27 (VF) $250

FIREHAIR
- #8 (VG) $22

FOUR-MOST
- VOL.3 #4 (FR) $4
- VOL.6 #4 (VG/FN) $18
- VOL.7 #5 (PR) $3

FUNNIES
- #43 (VG/FN) $140
- #44 (FN) $175
- #50 (FN/VF) $165
- #52 (FN) $90
- #53 (VF-) $150
- #56 (FN/VF) $145
- #58 (VG) $135

FUNNYMAN
- #4 (VG) $35

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- #25 (VG/FN) $130

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HEROIC COMICS
- #17 (VF-) $100
- #30 (FN) $25
- #35 (VG) $12
- #37 (VG/FN) $20
- #54 (VG) $9
- #65 (VF/NM) $42
- #86 (FN) $15
- #87 (FN) $15
- #88 (VG) $7
- #94 (VF-) $14

HIT COMICS
- #37 (FN) $70
- #48 (GD) EXTRA STAPLES TAPE REPAIR $20

HOT ROD AND SPEEDWAY
- VOL.1 #2 (VG-) $25

HOT ROD KING
- #1 (VG) $42

HUMAN TORCH
- #5 (FN+) COVER CLEAN, REIN. @ STAPLES $800
- #29 (FN/VF) $500

IBIS
- #3 (FN) $250

JET
- #2 (GD+) $25

JUMBO COMICS
- #79 (FN/VF) $150
- #91 (VF+) $120
- #111 (GD) $25
- #112 (GD) $25
- #115 (VG+) $45
- #134 (VF-) $175
- #155 (FN/VF) $50
- #166 (VG/FN) $45

JUNGLE COMICS
- #80 (VF) $60
- #87 (VF-) $90
- #89 (VG+) $35
- #100 (VF-) $55
- #103 (GD/VG) $27
- #104 (VG) $27
- #107 (FN) $55
- #117 (VF-) $100
- #118 (VG) $25
- #131 (FN-) $50
- #143 (FN) $50

KAANGA JUNGLE KING
- #16 (VG+) $30

KEY RING COMICS - SLEEPY SAMPSON
- #1 (VF) $15

LANCE O'CASEY
- #2 (VG/FN) $24

MALTESE FALCON, FEATURE
- #48 (GD-) $70

MARVEL FAMILY
- #28 (VG+) $45
- #30 (VG) $40
- #33 (VG) $35

MARVEL MYSTERY
- #74 (FN-) $500

MASTER COMICS
- #4 (VG) $155
- #28 (VG-) $150
- #34 (GD/VG) $100
- #44 (FN+) $95
- #48 (VG/FN) $90
- #53 (FN) $100
- #65 (FN) $80
- #97 (FN-) CANADIAN $30
- #102 (FN-) $45
- #104 (GD/VG) $20
- #112 (VG) $28
- #114 (FN-) $40
- #118 (FN-) NAME ON COVER $50
- #124 (FN/VF) $70
- #125 (VG) $30
- #127 (VG+) $35
- #127 (GD/VG) $25
- #129 (VG/FN) $40
- #130 (VG/FN) $45
- #130 (GD/VG) $28

MIGHT MIGETS COMMANDO YANK
- (GD/VG) $20

MIGHT MIGETS LANCE O'CASEY
- (VF) $70

MIGHT MIGETS MINUTE MAN
- (VF/NM) $120

MIGHT MIGETS MR. SCARLET & PINKY
- (VF-) $80

MIGHT MIGETS PHANTOM EAGLE
- (VF/NM) $75

MILITARY COMICS
- #41 (VG+) $110

MODERN
- #94 (VG+) $85

MYSTERY COMICS
- #1 (VG) $225

NATIONAL
- #3 (VG-) $375
- #16 (FR) $85
- #28 (VF-) $225
- #30 (FN-) $110

NICKEL COMICS
- #5 (VG) TAPE ON BACK $150
- #6 (VG/FN) $220

NYOKA
- #4 (GD+) $30

PHANTOM LADY
- #20 (FN) $550

PIONEER PICTURE STORIES
- VOL. 1 #7 (FN) $50
- VOL. 1 #8 (FN/VF) $75

PLANET COMICS
- #24 (FN+) $525
- #37 (FR/GD) $70
- #59 (FN/VF) $275
- #60 (VG+) $160
- #73 (VG) $125
- #73 (GD/VG) $90

PLASTIC MAN
- #1 (VG+) $1200
- #10 (GD) TAPE ON SPINE $58
- #18 (VF+) $350
- #46 (VG+) $60
- #49 (VG) $55
- #64 (VG+) $60

POLICE COMICS
- #1 (VG/FN) $2000
- #16 (VF) $600
- #17 (VF) $500
- #29 (FN) $200

POPULAR COMICS
- #82 (FR) $12

PRIZE COMICS
- #2 (FR) NO BACK CVR $40

PRIZE COMICS
- #24 (FR) $45
- #27 (FN+) $140

RANGERS
- #21 (VG/FN) $175
- #40 (FN) $65
- #41 (GD) $25
- #43 (VG+) $32
- #43 (GD) $25
- #45 (FN) $60
- #46 (GD) $15
- #48 (GD) $14
- #53 (VG/FN) $40
- #58 (VG/FN) $40
- #67 (GD) $14

RED BAND
- #4 (VG+) $60

ROBIN HOOD TALES
- #3 (VG+) $65

RULAH JUNGLE GODDESS
- #18 (FN/VF) $375

SABU
- #1 (GD) $25
- #2 (VG) $30

SAMSON
- #12 (VG+) $60
- #13 (VG+) $55
- #14 (FN-) $65

SANDS OF THE SOUTH PACIFIC
- #1 (VG/FN) $50

SCHWINN GIVEAWAY
- (GD) $8

SHADOW COMICS
- VOL.7 #8 (VG/FN) $80

SHEENA
- #3 (VG+) $160
- #4 (VF) $250
- 3-D (VG/FN) NO GLASSES $100

SKYMAN
- #3 (GD/VG) $80

SLAPSTICK
- #1 (FN+) $90

SPACE BUSTERS
- #2 (GD+) $70

SPACE PATROL
- #1 (VG/FN) $150

SPIRIT
- #4 (VG/FN) $75

SPOTLIGHT
- #1 (VG+) $75
- #2 (VG+) $75
- #3 (VG/FN) $150

STARTLING COMICS
- #1 (GD-) SPINE SPLIT $175
- #20 (VG) RESTORED $100

STRONG MAN
- #1 (VG) $40

STUNTMAN
- #1 (CGC VF 8) $1000

SUB-MARINER
- #18 (FN+) $500

SUPER MAGICIAN COMICS
- VOL.1 #6 (GD-) SPINE SPLIT $35
- VOL.3 #11 (VG+) $30
- VOL.4 #1 (GD/VG) $20

SUPER MYSTERY
- VOL.1 #6 (FN-) TAPE ON SPINE $60

SUPERSNIPE COMICS
- VOL.4 #4 (VG) $45
- VOL.4 #4 (GD) $20
- VOL.4 #9 (FR) $20

TARGET
- VOL.7 #3 (GD+) $12
- VOL.9 #6 (VF) L.B. COVER $175
- VOL.9 #10 (VF) L.B. COVER $150

TERRORS OF THE JUNGLE
- #5 (VG/FN) $80
- #10 (VG+) $125

THRILLING
- #5 (FR/GD) TAPE REPAIR $35
- #19 (GD) $85
- #21 (GD) $70
- #31 (FN/VF) SMALL PIECE OF CORNER MISSING $110
- #49 (VG/FN) $75
- #77 (VG+) $35

THUNDA
- #1 (CGC VF+ 8.5) $2200
- #4 (FN-) $60

TONY TRENT
- #3 (GD/VG) $25

TOPS COMICS
- #2001 (VF/NM) $130

TOUGH KID SQUAD
- #1 (VF+) MINOR RESTORATION $2600

TREASURE COMICS
- #8 (VF) W/LIGHT SUB. CREASE-OHIO COPY $150

VENUS
- #11 (FN) $250

WAMBI JUNGLE BOY
- #10 (FR) $15
- #12 (VG) $25
- #15 (VG/FN) $30

WHACK
- #3 (VG/FN) $25

WHIZ
- #54 (GD/VG) $45
- #87 (VG+) $50
- #89 (VG) $30

WINGS
- #25 (VG/FN) $175
- #25 (FR/GD) AMATEUR RESTORATION $25
- #41 (GD+) $35
- #64 (VF/NM) $180
- #70 (VF) $75
- #70 (GD+) $18
- #74 (VF-) $90
- #74 (GD) $15
- #79 (FN/VF) SM COLOR TOUCH $45
- #81 (VG) TAPE ON SPINE $20
- #102 (VG+) $40
- #103 (VG/FN) $30
- #104 (VG+) $25
- #109 (VF+) $90
- #110 (VG) $20
- #115 (GD) $15

WOW
- #24 (VF-) $225
- #60 (VG) $22

YANKEE COMICS
- #2 (FR) $35

YOUNG KING COLE
- VOL.3 #5 (FR) $4

ZIP-JET
- #2 (VG) $50

ARCHIE
- #1 (FR/GD) $1400
- #21 (VG+) TAPE ON SPINE $100
- #25 (VF) $350
- #28 (GD/VG) TAPE ON SPINE $40
- #30 (FN/VF) $250
- #34 (VG+) $50
- #36 (VF) $175
- #37 (FN/VF) $125
- #40 (FN) $120
- #53 (FN) $50
- #56 (FN) $35
- #56 (GD/VG) $15
- #68 (VG) $15
- #69 (GD) $12
- #78 (FN-) $24

ARCHIE ANNUAL
- #10 (VG/FN) $35
- #11 (VG) $15
- #15 (VG/FN) $20

ARCHIE'S JOKE BOOK
- #3 (VG-) $35
- #19 (VG+) $60
- #20 (VG-) $25
- #25 (FN) $35
- #26 (GD) $14
- #36 (VG) $10
- #42 (VG) $15
- #113 (VG/FN) $2

ARCHIE'S MAD HOUSE
- #4 (FN) $40
- #5 (FN/VF) $50
- #17 (VG+) $10
- #44 (VF+) $12

BETTY & VERONICA
- #9 (FN-) $100
- #13 (VG+) TAPE ON SPINE $60
- #14 (VG+) $65
- #16 (VG/FN) TAPE ON BACK $60
- #17 (VG/FN) $80
- #24 (VG/FN) TAPE ON SPINE $40
- #25 (VG/FN) $45
- #25 (VG-) $30

JUGHEAD
- #6 (GD/VG) $28
- #13 (GD) $27
- #14 (GD/VG) $15
- #18 (GD/VG) $20
- #21 (VG) $25
- #21 (GD/VG) $12
- #24 (VG) $18
- #26 (GD) $20
- #26 (VG) $20
- #27 (GD/VG) $20
- #29 (VG/FN) $30

JUGHEAD ANN
- #3 (VG) $30
- #4 (FN/VF) $70
- #4 (VG) $30
- #6 (GD/VG) $14

KATY KEENE
- #4 (VF+) $200
- #25 (VF+) $140
- #30 (VF+) $120
- #38 (FN/VF) $70
- #41 (FN/VF) $100

KATY KEENE PIN-UP PARADE
- #5 (VF-) $150

LAUGH
- #46 (FR/GD) $10
- #53 (FR/GD) $10
- #75 (FN) $14
- #219 (VF) PRICE STICKER $7

LIFE WITH ARCHIE
- #12 (VF-) $24
- #12 (FN/VF) $9
- #16 (FN+) $18
- #25 (FN-) $15

PALS N GALS
- #1 (VG) LOOSE PAGES $50
- #4 (FN) $65
- #5 (FN) $65
- #5 (FN) $55
- #5 (GD+) $40
- #15 (FN+) $25
- #19 (FN) $30
- #24 (FN) $14
- #28 (FN) $17
- #37 (VF) $16
- #20 (FN/VF) $20

REGGIE
- #14 (VG) $15
- #18 (VG+) $15

THAT WILKIN BOY
- #1 (VG) $6

WILBUR
- #29 (GD/VG) $7
- #32 (VG) $12

WORLD OF JUGHEAD GIANT
- #9 (FN) $60
- #14 (FN) $30
- #19 (VG) $30

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204, 208, 213-215, 221, 225, 226, 229,
231-3, 235, 238-40, 242-8 vf-nm @ $3
222 vg, 231 vg @ $1
251, 253, 254, 256-63, 266-72, 274, 275, 277, 280-2, 285, 287-92, 297, 298, 302-6, 307-10 vf-nm @ $2
Discount: Take 25% off on any order of 10 or more Hulk issues. Please list alternates.
Iron Man
72 f, 95 f @ $2
103 vf $3
114, 119 vf-nm @$4
124, 127, 130, 134 vf-nm @ $3
135-7, 139-41, 143, 145-8, 151, 153, 155-8 vf-nm @ $2
G I Joe
11 vf-nm $3
30, 36, 38, 40 vf-nm @ $2
41, 49, 51, 53, 54, 56-8, 61, 64, 65, 67, 69, 70, 74, 97 vf-nm @ $1
G I Joe order of Battle 2, 3 vf-nm @ $2
G I Joe Special Missions 3 vf-nm $2
Tales of G I Joe 2-5, 7-9, 11-13 @ $2
G I Joe and the Transformers 2-3 nm @ $2
G I Joe European Missions 6-8 nm @ $2
Fantastic Four
154 g, 171 vg, 172 g, 174 vg, 176 g, 180 f, 184 vf, 185 f, 186-8 vg, 191-7 f, 201 vf, 202 vf, 206 vf, 210 vf, 215 vf, 335 nm, 338 nm @ $1
(or buy complete lot of above 25 diff issues for $10)
217, 220-226, 228-34, 238, 241, 246, 251, 253, 254 $3 @ or lot 21 diff $48
Fantastic Four King Size Annual 14 vf $3
Excalibur 26 vf-nm $1

MISCELLANEOUS COMICS 1940s-1950s
Crime Patrol 12 coverless; Canadian Edition, Feldstein, Ingels-a $10
Crusader From Mars (Ziff-Davis) 1 or 2 coverless $14
Blackhawk Indian Tomahawk War nn (Avon) cov; Canadian Ed $4
Superman 34 coverless $25
Police Lineup 1 (Avon) cov; electric chair panel $10
2 poor, ragged at sp area, staining around sp; classic story Religious Murder Cult, drugs, Perversion $12
Lone Ranger 30 cov, poor; brittle at spine $2
Detective 151 poor; brittle at sp, bcm, pcs msg from cov; Origin and 1st app Pow Wow Smith $30
Wings 67 good but centerfold msg $12
All-Star Western 91 pr-fr, 1 pg msg, crayon doodle on f/c $4
Archie's Rival Reggie 1 poor, 1 3/4" x 1 1/2" [c msg at center right edge of whole book (mouse chew?) $20
Battle Front 22 fair, bcm $3
Blackhawk 39 g+, water stain along spine b/c; Lilith app $32
Adventures Into Terror 24 g, sm pc msg bot sp, chips off rt edge, 2 diag creases; Colan, Heath art $16
Perfect Crime 5 g+, pencil price at logo; 52-pgs issue $13
Jungle Jim 11 (#1, Standard) f-; Paul Norris cover and art $22
Tim Tyler Cowboy 12 vg, sp wear $10
Our Gang 12 f+, faint sm crayon letter at logo $60
14 f-, vert sub crease $48
15 vg+-f, faint pencil numbers above logo, minor wr at spine $45
17 f-, rusty staples, staining at top edge b/c $48
(or take all 4 Our Gang for $160)
Walt Disney's Comics & Stories
60 coverless $5
68 g-, sp wr, creasing, cfd $15
77 vg but 2 cfm $10
82 g, tr&wr at stpl, cfm; Bongo story $6
102 g, 1 3/4"x1 3/4" pc msg BRHC f/c $10
144 g, sp & f/c wr, mouse chew at BRHC whole book $5
(or take all 6 WDCS above for $40)
Real Screen Comics 9 vg- but cfm, long diag crease $20
Leading Comics 24 vg, 1"x2" stain at f/c $20
Looney Tunes 23 coverless $10
70 fr, f/c sp split lower 1 2 $3
72 fr, 2 1-inch tears off sp $3
76 g, sp wr $6
Super Duck 12 g+, tr&wr at stpl; Fagaly cover $10
Little Lulu 15 fair, hvy sp wr; Xmas cover $8

PAPERMAN

MORE MISCELLANEOUS 1940s-1950s COMICS
Wings 22 fair, tracing at logo, sp wr, used book store rubber stamp on f/c, cfm; Hitler-s, Fawcette-c $18
Zoo Funnies 7 fr-, hvy sp & stpl wr $3
Police 111 vg $ 35
Feature Comics 100 fr-g, hvy tr&wr at stpl, pencil name on cov $10
Western Comics 4 vg but logo cut-off from f/c $20
Tarzan 10 fr-, book has been wet $12
Crime Does Not Pay 60 fr-g, stpl tr& wr, sm pc msg BLHC $8
Desperado 4 g, minor creases, stpl tear and wear $5
Wild Bill Pecos 32 gvg, sm pc msg URHC; Leav cover $7
Dead Eye Western 12 g-, mouse chew BRHC; 52-pgs issue $5
Black Diamond 39 g, stpl tr&wr $5
Billy West 10 vg $8

COMIC-STRIP REPRINT COMICS FROM THE 1940S
Tailspin Tommy 1 g, taped sp $13
Little Orphan Annie and The Rescue (Quaker Oats 16-pg give-away)nn coverless $5
Hank 1 f, sm pc msg bot sp; Coulton Waugh's strip reprints; seldom Seen book $20
Comics Revue 3 f (Iron Vic) $20
Ace Comics 76 vg, chpg & staining along right edge $30
77 g+, tr&wr at stpl; 1st app Aleta (P Valiant) in Comics, 60-pg iss $13
82 vg; 60-pg iss $24
84 g, chpg, staining, stpl tr & wr; 60-pg iss $13
92 g, tr&wr at stpl, chip off right edge, c/f msg $8

94 BERKELEY PLACE

PAGE 2
Ace Comics 99 vg, stpl tr&wr $20
102 vg, pencil name at logo $18
King Comics 101, 102 vg-f @ $22
93 g, stpl tr & wr $12
130 vg, sl staining bot sp $18
144 g, tr & wr at stpl $9
Dick Tracy 20 vg; Flattop bio $22
Blondie 3 vgf $20
7 vgf $15
Invisible Scarlet O'Neil 3 vg but logo cut-off from f/c $5
Mickey Finn 15 vg $8
Famous Funnies 61 g+, stpl trs $20
Popular 143 vg, 145 vg+; all Harold Teen issues @ $20
Magic 6 g, 1"x2" pc off b/c nr sp $36
Sparkler 117 fr, 2x4" pc off URHC $2

COLLECTIBLE HC CARTOON BOOKS
The Steig Album (7 Books in One) (Duell, Sloan and Pearce, 1953) Includes: The Lonely Ones-Small Fry-Penitent Faces- In the Kindergarden-Till Death Do Us Part- All Embarrassed- About People. 320- pgs with d/j. Fine condition $20
Peter Arno's Parade (Horace Liveright 4th ptg, June 1930) d/j msg, water stains lower edge f/c o/w fine $12
Peter Arno's Ladies and Gentlemen (Simon and Schuster, 1951) d/j msg, fine condition $12
Esquire Cartoon Album- 25th Anniversary Album (1957) d/j msg, fine $12
Maximum Asterix by Goscinny and Uderzo- 5 Adventures in One Book (Hudder and Stoughton, 1999) Stories Included: …and the Black Gold, …and Son, Operation Betafix, …and the Magic Carpet, …at Sea. No d/j?; as new condition $12

BRIDGEPORT, CT 06610

The Art of Inferior Decorating- Drawings by David Pascal (Chilton Books 1st ed, 1963) d/j msg, fine cond $10
Do It Yourself- Or, My neighbor is an idiot- a cartoon saga of man's inhumanity to himself. Cartoons by Brickman. (Gilber Press, 1955) with d/j; d/j msg lg pc at BRHC-back side, o/w fine $5
Women Are Wonderful! A history in cartoon of a hundred years with America's most controversial figure (Houghton Miflin, 1956) 200 pgs. d/j msg, rubber stamped "Defective: (?) in inside front cover, o/w fine cond $10
Low's Cartoon History 1945-1953 (Simon and Schuster, 1953) with d/j, 160 pgs, fine cond $10
Laughs from The Saturday Review of Literature (Vanguard Press, 1946) Introduction by Bennett Cerf; 124 pgs. d/j msg, ½ of spine msg; good- $5
Cartoon Cavalcade, edited by Thomas Craven (Simon and Schuster, 1943) 456 pgs, d/f msg, fine condition $16
(Order any three of the above humor hardcovers and take a 20% discount; or any 5 and take a 25% discount)
Animal Comics (with Walt Kelly art)
4 gvg, slt tr & wr at stpl, 2 sm diag creases $27
7 fr, sp wr, creases, pencil name on cover $10
8 fr, mouse chew right edge. 1st pf msg $8
15 fr, tape on sp, extra stpls $8
16 g $9
17 fr, sp wr, creases, cfm $5
Mad Comics (EC)
11 g, 1 ½" split at top sp; Wolverton ugly girl-c $50
12 g, 1 ½" split at top sp, slt staining right edge $40
18 gvg, some spine wear $45

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PLANETARY #12-15 NM $8.00
PROMETHEA #1-4,6 NM $16.00
PRIME #7-19 NM $13.00
QUESTION #1-9 NM $15.00
ROBIN #1-5 first mini $10.00 #1-6(Cry of Huntress) $10.00 #0,1,2,5,7-17 VF-NM $24.00
ROBIN #25,26,29,35,40,41,43 VF $7.00
ROBIN 3000 #1-2 NM $8.00
ROBOCOP #1-6(4,5F) $10.00
RONIN #1-6 NM $27.00
RUNE #1,2,6-8, Annual 1 VF-NM $7.00
SABRETOOTH #1-4 NM $12.00
SCI-TECH #1-3 VF $3.00
SENSATIONAL SHE-HULK #1-9 VF-NM $10.00
SHADE mini #1-4 NM $10.00
SIX FROM SIRIUS #1-4 NM $10.00 second mini #1-4 NM $9.00
SUPERGIRL #2,3F+,4-8,10-17 NM $20.00 DARING NEW ADV. #1,5,8,9(9VF) $10.00
X FACTOR #1-5 NM $20.00 #7-15,18 most NM $20.00
X FACTOR #117,120-126,128,130,131 $12.00

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the END	1, 2, 4	Slab o' Concrete
EXIT vol. 1	5, 6	Taxi Comics
HOLY CRULLERS	1	

Missive Device: EAGER BEAVER
RANDY the SKELETON 1 Kit. Sink
SPECTRE Annual 1995: 'Year One'

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Front cover by Johnny Craig (of the Vault Keeper), a previously unpublished painting (which is also on the back cover with no text).

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CONVENTION PREVIEW

July 5-7
Rosemont, Illinois

WIZARD WORLD CHICAGO 2002

WHAT, WHERE, AND WHEN

Where:
Donald E. Stephens Convention Center
Rosemont, Illinois

Show hours:
July 5: Friday Noon-8 p.m.
July 6: Saturday 10 a.m.-6 p.m.
July 7: Sunday 10 a.m.-5 p.m.

Admission:
Tickets are $20 for a one-day pass

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All advance-ticket orders get a limited-edition *Weapon X* #1/2 comic book with an exclusive cover by Georges Jeanty. Advance ticket holders will be admitted to the show a half-hour early on Saturday and Sunday.

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Getting there:
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Stan Lee sells out at Wizard World Chicago

Items from Marvel icon's collection go on the auction block

Super-heroes are back. And nowhere is that more evident than at Wizard World Chicago 2002, the Midwest's largest pop-culture and comic-book expo. Headlined by comic-book legend Stan Lee, the annual show is expected to attract more than 35,000 fans to meet top writers, directors, actors, and artists. One of the many highlights of the show is a Heritage Signature Auction where attendees can bid on vintage comics, signed manuscripts, and original artwork, including items from Lee's own personal collection. The show begins Friday, July 5 and continues through Sunday, July 7, at the Stephens Convention Center in Rosemont, Ill.

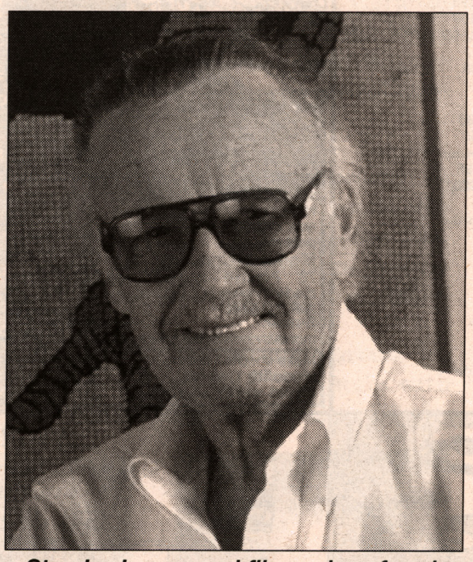
In addition to headliner Lee, comic-book creator, publisher, and artist Marc Silvestri is this year's Guest of Honor. Silvestri began as a penciller for Marvel. In 1992, he established Top Cow Productions as one of the studios in the start-up publishing company Image Comics. With titles like *Cyberforce*, *Witchblade*, and *The Darkness*, Top Cow has sold more than 6 million comics to date. Silvestri is also the executive producer of the *Witchblade* series on TNT.

Comic-book creators, of course, make up the majority of guests at Wizard World Chicago. Marvel Editor in Chief Joe Quesada will lead a large group of Marvel Comics talent that includes *Wolverine: The Origin* writer Paul Jenkins and artist Andy Kubert. Other Marvel creators scheduled to appear include John Cassaday (*Captain America*), *Wolverine* creative team members Sean Chen and Frank Tieri, Jeph Loeb (*Spider-Man: Blue*), Humberto Ramos (*Peter Parker: Spider-Man*), and Adam Kubert (*Ultimate X-Men*).

DC Comics guests include *100 Bullets* writer Brian Azzarello, *JSA* artist Leonard Kirk, *Ninja Boy*'s Ale Garza, and *Flash* writer Geoff Johns.

Besides a Top Cow booth featuring an appearance by *Fathom* creator Michael Turner, Image Comics will be represented by *Savage Dragon* creator Erik Larsen and members of Devil's Due studio, the creators of the new *G.I. Joe* and *Micronauts* comic books.

Dreamwave's Pat Lee (*Transformers*)

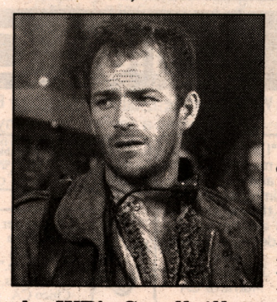


*Stan Lee's personal file copies of such Marvel landmarks as **Amazing Fantasy #15, Amazing Spider-Man #1, Fantastic Four #1**, and **Daredevil #1** are among the items in Heritage's Signature Auction.*

is scheduled to attend, as is Bowen Designs' Randy Bowen.

CrossGen Comics will be represented by Bart Sears (*The Path*), Chuck Dixon (*Sigil*), Ron Marz (*Scion*), and Greg Land (*Sojourn*).

Other creators scheduled to attend include: Joe Linsner, Mark Waid, Jae Lee, J.G. Jones, David Mack, Mark Crilly, Jim Mahfood, Terry Moore, Jason Alexander, and Martin Nodell.



Additional featured guests include special effects artist Stan Winston, *Jeremiah* star Luke Perry, and actor Michael Rosenbaum — Lex Luthor on the WB's *Smallville* and the voice of the Justice League's Flash on Cartoon Network.

A quartet of *Star Wars* actors, David Prowse (Darth Vader), Peter Mayhew (Chewbacca), Jeremy Bulloch (Boba Fett), and Rusty Goffe (one of the Jawas), are also scheduled to attend, along with *Incredible Hulk* actor Lou Ferringo. For more media guests and late additions, visit *www.wizardconventions.com/Wwchiguests.html.*

Signature Auction highlights. Heritage Comics will present one of its Signature Auction events, with more than 90 signed manuscripts, thousands of vintage comics, movie props, and original artwork, including:

Stan Lee's personal collection. Lee's file copies of key Marvel Comics, including: *Fantastic Four* #1, *Amazing Fantasy* #15, *Avengers* #1, *Daredevil* #1, and *Amazing Spider-Man* #1.

Frank Frazetta's *Carson of Venus* painting. Estimated to bring in bids of up to $75,000, the painting was used as the cover for an edition of Edgar Rice Burrough's *Carson of Venus*.

More than $2 million in Golden Age comics. Highlights include a *Batman* #1, CGC-graded 8.0 (VF) with cream to off-white pages; a Mile High copy of *More Fun Comics* #53, CGC-graded 9.6 (NM+) with white pages; a Carson City copy of *New York World's Fair Comics* (1939 edition), CGC-graded 9.0 (VF/NM) with off-white to white pages; a *Superboy* ashcan, CGC-graded 9.2 (NM-) with cream to off-white pages; Diamond Galleries has consigned a valuable group of high-profile comics including *Wonder Woman* #1, *Captain America Comics* #1, and *Daredevil Battles Hitler* #1.

The sales will be held in four sessions, beginning with a comics session July 4 at 1 p.m. in Signature Room 2 at the nearby Doubletree Hotel. That evening, original art will be sold in the same location beginning at 7 p.m.

The third session, focusing on the Lee file copies, is scheduled for 8 p.m. Friday, July 5, in Room 11 of the convention center, while the final session is scheduled for July 6, beginning with the sale of movie posters at 6 p.m. and concluding with more comics at 8 p.m. (or at the conclusion of the movie posters sale).

The various lots can be viewed in the Doubletree's Signature Room 2 July 3 from 4 to 10 p.m. and July 4 from 8 a.m. to 7 p.m. and in Room 12 of the convention center July 5 from 9 a.m. to 8 p.m. and July 6 from 9 a.m. to 6 p.m. ✦

Convention Calendar

The most complete listing of comics events anywhere!

To have your event included, fax your listing to Mary McCarville at *CBG Con Calendar*, (715) 445-4087. The e-mail is *mccarvillem@krause.com*.

CALIFORNIA

Jun 26 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jun 29 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 3 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 6 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 7 CA, Ventura. Comic Book Show, SH: 10am-5pm, F: $40. George Chase, PH: 805-653-6790.

Jul 10 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 13 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 17 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 20 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 21 CA, Los Angeles. Comic Book & Science Fiction Convention, Shrine Auditorium Expo Ctr. 700 W. 32nd St., SH: 10am-5pm, A: $5. Bruce Schwartz, 2319-A W. Olive Ave., Burbank, CA 91506. PH: 818-954-8432.

Jul 24 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 27 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Jul 31 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 3 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 7 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 10 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 14 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 17 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 18 CA, Los Angeles. Comic Book & Science Fiction Convention, Shrine Auditorium Expo Ctr. 700 W. 32nd St., SH: 10am-5pm, A: $5. Bruce Schwartz, 2319-A W. Olive Ave., Burbank, CA 91506. PH: 818-954-8432.

Aug 21 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 24 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 28 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Aug 31 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Sep 4 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Sep 7 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Sep 8 CA, Sacramento. Comic Book & Collectible Show, Scottish Rite Ctr. 6151 H St., SH: 10am-4pm, T: 6' & 8', F: $50.-$60., A: $4. Dan Houck, 6278 Gloria Dr., Sacramento, CA 95831. PH: 916-395-1107.

Sep 11 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Sep 14 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Sep 18 CA, City of Industry. Wed. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 4pm-9pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

Sep 21 CA, City of Industry. Sat. Comic Book & Collectible Show. 19649 San Jose Ave, SH: 10am-5pm, T: 150, F: $45., A: free. Frank Zamarripa, 19649 San Jose Ave., City of Industry, CA 91748. PH: 909-444-7955.

CONNECTICUT

Jun 30 CT, East Hartford. Comic Book Convention, Elks Hall. 148 Roberts St. (Exit 58 off of I-84), SH: 11am-5pm, T: 30, F: $50., A: .99. The Bookie, Hal Kinney, 155 Burnside Ave., E. Hartford, CT 06108. PH: 860-289-1208.

Jul 12-14 CT, Danbury. Triple Play Comic Book, Sports Memorabilia, Beanie Babies & Collectible Toy Show, Fair Mall. Rts. 84 & 7, SH: mall hrs., T: 100-8', F: $125.-$175. for 1, $340. for 2, $480. for 3, A: free. F&B Sport Cards, Inc., Ferdinand Paraskandolo, 482 Retford Ave., SI, NY 10312. PH: 718-967-9172.

Jul 28 CT, East Hartford. Comic Book Convention, Elks Hall. 148 Roberts St. (Exit 58 off of I-84), SH: 11am-5pm, T: 30, F: $50., A: .99. The Bookie, Hal Kinney, 155 Burnside Ave., E. Hartford, CT 06108. PH: 860-289-1208.

Sep 13-15 CT, Danbury. Triple Play Comic Book, Sports Memorabilia, Beanie Babies & Collectible Toy Show, Fair Mall. Rts. 84 & 7, SH: mall hrs., T: 100-8', F: $125.-$175. for 1, $340. for 2, $480. for 3, A: free. F&B Sport Cards, Inc., Ferdinand Parascandolo, 482 Retford Ave., SI, NY 10312. PH: 718-967-9172.

FLORIDA

Jun 25 FL, Fort Lauderdale. Tues. Night Collectibles Show, Holiday Inn. 1711 N. University Dr. (betw. Sunrise Blvd. & N. Mecano Blvd.), SH: 5pm-10pm, T: 75, F: $45. for 1, $85. for 2, A: $2. Charles Cerrito, PH: 954-419-9496 or 224-1162.

Jul 23 FL, Fort Lauderdale. Tues. Night Collectibles Show, Holiday Inn. 1711 N. University Dr. (betw. Sunrise Blvd. & N. Mecano Blvd.), SH: 5pm-10pm, T: 75, F: $45. for 1, $85. for 2, A: $2. Charles Cerrito, PH: 954-419-9496.

Aug 20 FL, Fort Lauderdale. Tues. Night Collectibles Show, Holiday Inn. 1711 N. University Dr. (betw. Sunrise Blvd, & N. Mecano Blvd.), SH: 5pm-10pm, T: 75, F: $45. for 1, $85. for 2, A: $2. Charles Cerrito, PH: 954-419-9496.

Sep 21-22 FL, Fort Lauderdale. South FL Weekend Fall Con, Pompano Beach Civic Ctr. 1801 NE 6th St., SH: Sat. 10am-6pm, Sun. 10am-5pm, T: 100, A: $5. ea. day, $8. 2-day pass. Charles Cerrito, PH: 954-419-9496 or 224-1162.

GEORGIA

Jun 30 GA, Atlanta. Comic Con, Marriott Hotel-Century Ctr. SH: 11am-5pm, T: 60, A: $4. Wes Tillander, PO Box 366, Morrow, GA 30260. PH: 404-361-7682.

HAWAII

Jul 26-28 HI, Honolulu. 12th Annual All-Collectors Show, Blaisdell Exhibition Hall. 777 Ward Ave., SH: Fri. 4pm-9pm, Sat. 11am-8pm, Sun. 11am-5pm, A: $3.75, $2. ages 7-11. Ilene & Wayne Productions, Inc., Ilene Wong, PO Box 61704, Honolulu, HI 96839. PH: 808-941-9754.

ILLINOIS

Jun 30 IL, Bridgeview. Sports Cards, Comic Books & Toy Show, Oremus Center. 2 blks. W. of Harlem Ave. at 79th St., SH: 9am-2pm, T: 65-8', F: $35. for 1, $60. for 2, A: $2. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Jul 4 IL, Orland Park. Comic Books, Sports Cards, Cars & More

Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33. for 1. $60. for 2, A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Jul 6 IL, Countryside. Comic Book, Sports Card, NASCAR, Toys & More Show, Park Place. 6240 Joliet Rd., SH: 9am-2pm, T: 70, F: $40., A: $2. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Jul 13 IL, Orland Park. Sports Cards, NASCAR & More Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Jul 14 IL, Springfield. Comic Book Convention, Signature Inn. 3090 Stevenson Dr. SH: 10am-4pm, A: free. Alan, PH: 309-657-1599.

Jul 28 IL, Orland Park. Sports Cards, NASCAR & More Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Aug 4 IL, Bridgeview. Comic Books, Sports Cards & Toy Show, Oremus Center. 2 blks. W. of Harlem Ave. at 79th St., SH: 9am-2pm, T: 65-8', F: $35. for 1, $60. for 2, A: $2. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Aug 10 IL, Orland Park. Sports Cards, NASCAR & More Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Aug 18 IL, Summit. Comic Book, Cards, Toys & Collectibles Show, American Legion Hall. 6050 S. Harlem Ave., SH: 9am-3pm, A: $2., under 12 free. Paul, PH: 708-430-8107.

Aug 18 IL, Gurnee. Comic Book & Collectibles Festival, Holiday Inn. 6161 W. Grand Ave., SH: 10am-3pm, A: $2. Jim, PH: 847-336-9963.

Aug 25 IL, Orland Park. Sports Cards, NASCAR & More Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Aug 25 IL, Peoria. Comic Book Convention, Best Western Signature Inn. 4112 Brandywine, SH: 10am-4pm, A: free. Alan, PH: 309-657-1599.

Sep 14 IL, Orland Park. Sports Cards, NASCAR & More Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Sep 15 IL, Springfield. Comic Book Convention, Signature Inn. 3090 Stevenson Dr. SH: 10am-4pm, A: free. Alan, PH: 309-657-1599.

Sep 20-21 IL, Tinley Park. 3rd Annual Midwest Non-Sport Show, Holiday Inn Select. 18501 S. Harlem Ave., SH: Fri. 1pm-7pm, Sat. 10am-2pm, T: 64-6', F: $135., A: $5., under 12 free. Paul Maiellaro, PO Box 2376, Bridgeview, IL 60455. PH: 708-430-8107.

Sep 22 IL, Orland Park. Sports Cards, NASCAR & More Show, Civic Center. 147th St., 1 blk. W. La Grange Rd., SH: 9am-2pm, T: 80-6', F: $33., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

INDIANA

Jul 27-28 IN, Elkhart. Comic Books & Collectibles Show, Pierre Moran Mall. 154 W. Hively Ave., T: 45-8', F: $55., A: free. Dave Brody, PO Box 724, South Bend, IN 46624. PH: 219-272-9198 or Ken Gaipa, PH: 219-389-9962.

Jul 27-28 IN, Warsaw. Comic Books & Collectible Hobby Show, Kosciusko Cty. Fairgrounds. Smith St., SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 30, F: $50.-$55. Gene Haberstich, PO Box 908, Goshen, IN 46527. PH: 219-533-1887.

IOWA

Jul 26-28 IA, Des Moines. Free Mall Show, Southridge Mall. SH: Fri. & Sat. 10am-9pm, Sun. 12noon-6pm, T: 50, A: free. Tim Belk, 2811 Joplin St., Joplin, MO 64804. PH: 417-781-4422.

Sep 8 IA, Des Moines. Comic Book & Collectibles Conv., Holiday Inn. 5000 Merle Hay Rd., SH: 10am-4pm, A: free. Alan, PH: 309-657-1599.

KANSAS

Jul 20 KS, Shawnee-Kansas City. Comic Book Show, Park Lanes Family Fun Ctr. 7701 Renner Rd. (I-435 & Midland Dr.), SH: 10am-4pm, A: free. Ken, PH: 913-764-8888.

Sep 1 KS, Kansas City. Comic Book, Antiques & Collectible Show, Jack Reardon Civic Ctr. 5th & Minnesota, SH: 10am-4pm, A: $3. Scott & Mindy Condray, 932 E. 9th St., Concordia, KS 66901.

Sep 7 KS, Shawnee-Kansas City. Comic Book Show, Park Lanes Family Fun Ctr. 7701 Renner Rd. (I-435 & Midland Dr.), SH: 10am-4pm, A: free. Ken, PH: 913-764-8888.

MASSACHUSETTS

Aug 25 MA, South Attleboro. Comic Book, Toys, Non-Sports Card & Collectable Show, Knights of Columbus. 304 Highland Ave., Rt. 123, SH: 10am-3pm, T: 59, A: $3., under 16 free. Harry Martin, 936 South St., Wrentham, MA 02093. PH: 508-384-8491.

MICHIGAN

Jul 21 MI, Livonia. X-Trava-Con, Knights of Columbus Hall. 19801 Farmington Rd. (bet. 7 Mile & 8 Mile Rds.), SH: 10am-4pm, T: 55-8', F: $40. in advance, $45. day of show, A: $2. Motor City Conventions, Michael Goldman or Gary Bishop, 19785 W. 12 Mile Rd. PMB 231, Southfield, MI 48076. PH: 248-426-8059.

Jul 27-28 MI, Midland. Antiques & Collectible Festival, Fairgrounds. F: $60., A: $5. H & S Promos., 2156 Rudy Ct., Midland, MI 48642. PH: 989-687-9001.

Aug 25 MI, Livonia. X-Trava-Con, Knights of Columbus Hall. 19801 Farmington Rd. (bet. 7 Mile & 8 Mile Rds.), SH: 10am-4pm, T: 55-8', F: $40. in advance, $45. day of show, A: $2. Motor City Conventions, Michael Goldman or Gary Bishop, 19785 W. 12 Mile Rd. PMB 231, Southfield, MI 48076. PH: 248-426-8059.

Sep 21-22 MI, Midland. Antiques & Collectible Festival, Fairgrounds. F: $60., A: $5. H & S Promos., 2156 Rudy Ct., Midland, MI 48642. PH: 989-687-9001.

Sep 22 MI, Livonia. X-Trava-Con, Knights of Columbus Hall. 19801 Farmington Rd. (bet. 7 Mile & 8 Mile Rds.), SH: 10am-4pm, T: 55-8', F: $40. in advance, $45. day of show, A: $2. Motor City Conventions, Michael Goldman or Gary Bishop, 19785 W. 12 Mile Rd. PMB 231, Southfield, MI 48076. PH: 248-426-8059.

MISSOURI

Jun 28-30 MO, Joplin. Sports Cards, Racing & Beanie Babies Show, Northpark Mall. SH: Fri. & Sat. 10am-9pm, Sun. 12noon-6pm, T: 50, A: free. Tim Belk, 2811 Joplin St., Joplin, MO 64804. PH: 417-781-4422.

Jul 12-14 MO, Columbia. Free Mall Show, Mall. SH: Fri. & Sat. 10am-9pm, Sun. 12noon-6pm, T: 50, A: free. Tim Belk, 2811 Joplin St., Joplin, MO 64804. PH: 417-781-4422.

Jul 19-21 MO, Kansas City. 8th Annual Free Mall Show, Independence Center Mall. SH: Fri. & Sat. 10am-9pm, Sun. 12noon-6pm, T: 50, A: free. Tim Belk, 2811 Joplin St., Joplin, MO 64804. PH: 417-781-4422.

Aug 11 MO, St. Louis. Comic Book Club Convention, Newport Hts. Mem. Post Hall. 4271 Delor St., SH: 11am-3:30pm, A: $2. Tony, PH: 314-544-2812.

Aug 24 MO, Chesterfield, Comic Book Show, Hampton Inn & Stes. 5 McBride & Son Center Dr., SH: 10am-4pm, A: free. Alan, PH: 309-657-1599.

Sep 22 MO, St. Louis. Comic Book Club Convention, Newport Hts. Mem. Post Hall. 4271 Delor St., SH: 11am-3:30pm, A: $2. Tony, PH: 314-544-2812.

NEBRASKA

Jul 21 NE, Omaha. Comic Book, Coins, BB Cards, NASCAR & Automobile Collectibles Show, Red Lion Hotel. I-80 & 72nd St., A: free. Ed Bishop, 2016 E. 19th, Fremont, NE 68025. PH: 402-721-7364.

Aug 18 NE, Omaha. Comic Book, Coins, BB Cards, NASCAR & Automobile Collectibles Show, Red Lion Hotel. I-80 & 72nd St., A: free. Ed Bishop, 2016 E. 19th, Fremont, NE 68025. PH: 402-721-7364.

Sep 22 NE, Omaha. Comic Book, Coins, BB Cards, NASCAR & Automobile Collectibles Show, Red Lion Hotel. I-80 & 72nd St., A: free. Ed Bishop, 2016 E. 19th, Fremont, NE 68025. PH: 402-721-7364.

NEW HAMPSHIRE

Aug 11 NH, Concord. Comic Book & Collectible Toy Show, Holiday Inn. I-93 exit 14, SH: 10am-4pm, A: $3., under 10 free. Michael, PH: 781-582-1075.

NEW JERSEY

Jun 30 NJ, Bordentown. Comic Book & Toy Show, Armory. Rt. 206 off Exit 7 of NJ Tpke. EMCEE Conventions, PO Box 151, Hightstown, NJ 08520. PH: 609-448-7585.

Jul 5-7 NJ, Wildwood. Comic Book & Collectibles Show, Convention Ctr. On the Boardwalk. A: free. EMCEE Conventions, PO Box 151, Hightstown, NJ 08520. PH: 609-448-7585.

Jul 7 NJ, Wayne. Comic Book, Toy & Collectibles Show, Co. #1 Firemen's Conv. Ctr. 1 Parish Dr. off Rt. 23 N., Lincoln Park Exit, SH: 8:30am-3pm, T: 100-6',F: $20., A: free. Phil De Mario, PO Box 4094, Wayne, NJ 07474. PH: 973-726-9897.

Jul 21 NJ, Bordentown. Comic Book & Toy Show, Armory. Rt. 206 off Exit 7 of NJ Tpke. EMCEE Conventions, PO Box 151, Hightstown, NJ 08520. PH: 609-448-7585.

Jul 26-28 NJ, Freehold. Triple Play Comic Book, Sports Card, Memorabilia & Collectible Toy Show, Raceway Mall. 3710 Rt. 9, SH: mall hrs., T: 100-8', F: $160.-$190. for 1, $300.-$360. for 2, $420.-$500. for 3, A: free. F & B Sport Cards Inc., Ferdinand Parascandolo, 482 Retford Ave., Staten Island, NY 10312. PH: 718-967-9172.

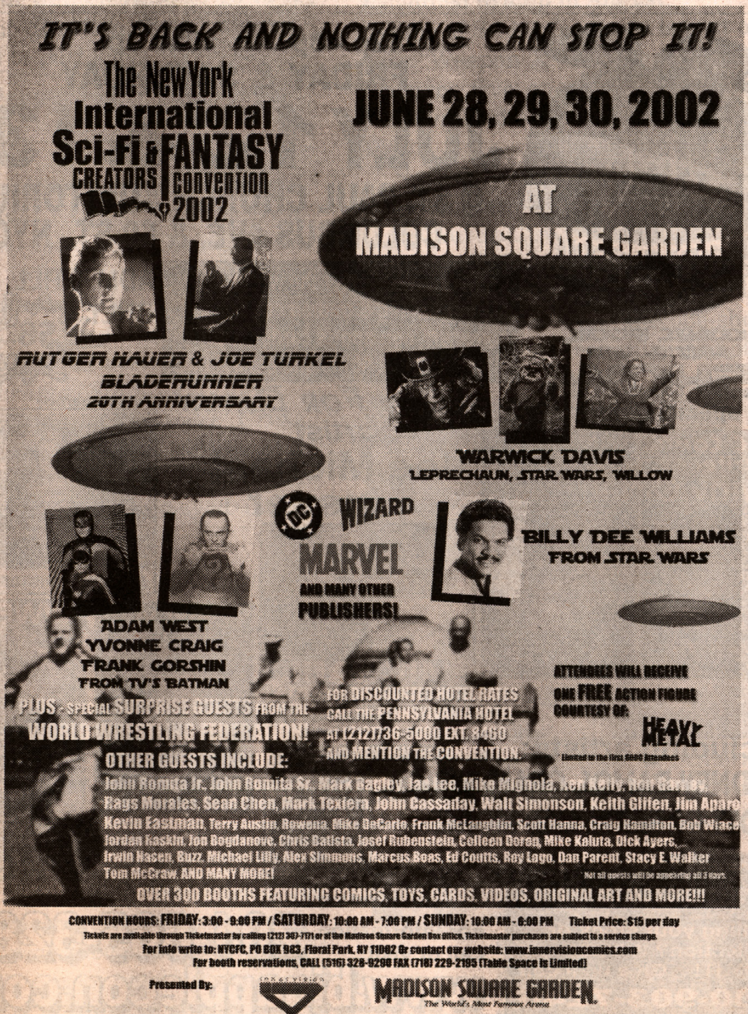
Jul 28 NJ, Wayne. Comic Book Expo, Holiday Inn. Rt. 26 Service Rd., SH: 10am-4pm, T: 30-8', F: $60., A: $2. J. Paul, 10 Cross St., Montclair, NJ 07042. PH: 973-783-0608.

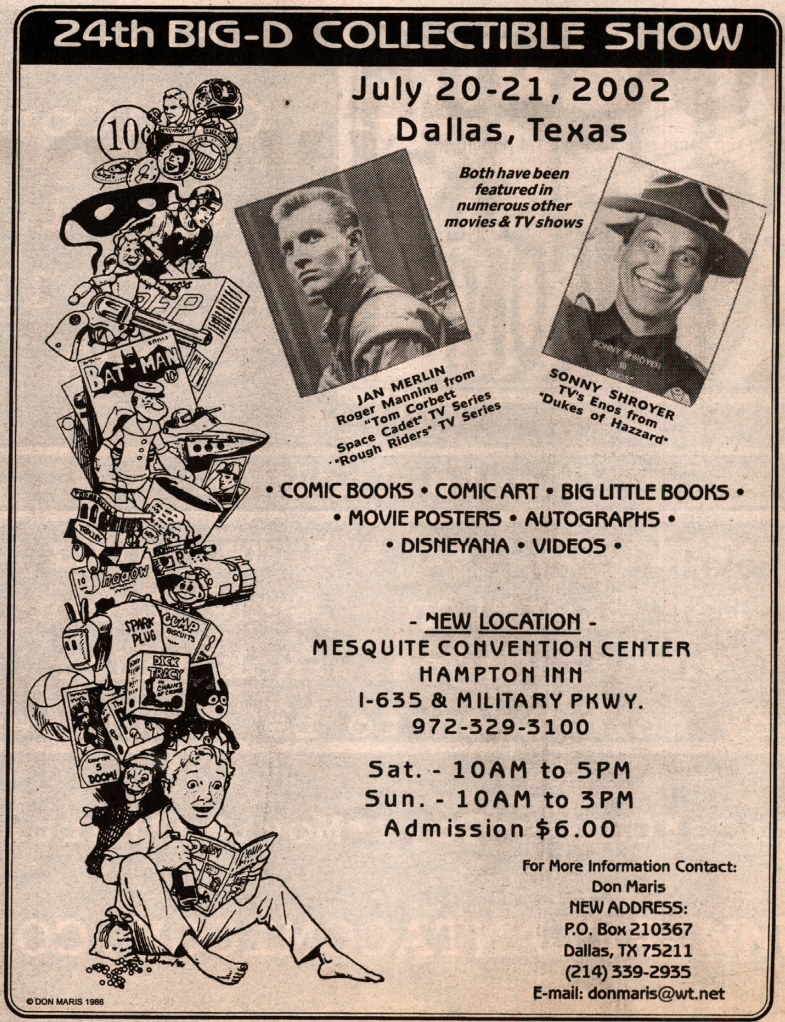
Aug 4 NJ, Wayne. Comic Book, Toy & Collectibles Show, Co. #1 Firemen's Conv. Ctr. 1 Parish Dr. off Rt. 23 N., Lincoln Park Exit, SH: 8:30am-3pm, T: 100-6',F: $20., A: free. Phil De Mario, PO Box 4094, Wayne, NJ 07474. PH: 973-726-9897.

Aug 9-11 NJ, Rockaway. Triple Play Comic Book, Sports Card, Memorabilia & Collectible Toy Show, Townsquare Mall. Rt. 80 & Mount Hope Ave., SH: mall hours, T: 65-8', F: $125.-$175. for 1, $340. for 2, $490. for 3, A: free. F&B Sport Cards, Inc., Ferdinand Parascandolo, 482 Retford Ave., Staten Island, NY 10312. PH: 718-967-9172.

Aug 23-25 NJ, East Brunswick. Triple Play Comic Book, Sports Card, Memorabilia, & Collectible Toy Show, Brunswick Square Mall. 755 Hwy. 18, SH: mall hrs., T: 50-8', F: $100.-$185. A: free. F&B Promos., Ferdinand Parascandolo, 482 Retford Ave., Staten Island, NY 10306. PH: 718-967-9172.

Aug 23-25 NJ, Wildwood. Comic Book & Collectibles Show, Convention Ctr. On the Boardwalk. A: free. EMCEE Conventions, PO





Box 151, Hightstown, NJ 08520. PH: 609-448-7585.

Sep 1 NJ, Wayne. Comic Book, Toy & Collectibles Show, Co. #1 Firemen's Conv. Ctr. 1 Parish Dr. off Rt. 23 N., Lincoln Park Exit, SH: 8:30am-3pm, T: 100-6',F: $20., A: free. Phil De Mario, PO Box 4094, Wayne, NJ 07474. PH: 973-726-9897.

Sep 21-22 NJ, Secaucus. Vintage & Modern Pinup Show 6, Crowne Plaza Meadowlands. 2 Harmon Plaza. PH: 425-821-1760.

NEW MEXICO

Aug 23-25 NM, Albuquerque. Bubonicon 34 Show, Howard Johnson East. 15 Hotel Cir. NE (I-40 & Eubank). NMSF Conference, PO Box 37257, Albuquerque, NM 87176. PH: 505-266-8905 or 232-2892.

NEW YORK

Jun 28-30 NY, New York. Comic & Fantasy Creators Show, Madison Square Gardens. T: 300-6', F: $475., A: $15. Rich Brindisi, PO Box 983, Floral Park, NY 11002. PH: 516-328-9290.

Jul 12-13 NY, New York City. Big Apple Comic Book, Art & Toy Show, St. Paul Church Auditorium. Columbus (9th) Ave. & 60th St., SH: Fri. 12noon-8pm, Sat. 10am-6pm, A: $6. PH: 718-326-2713 or 201-892-1212.

Jul 13 NY, New York City. Collectors Fest Sports Cards, CD's, Records, Tapes, Videos, Mem., Comic Books & More Show, Holy Cross School. 332 W. 43rd St., SH: 10am-5pm, F: $40. for 1, $70. for 2, A: $3. Gary Lyons, PH: 718-972-3872.

Jul 14 NY, Brooklyn. Comic Book & Collectible Show, Golden Gate Inn. Knapp St. & Shore Pkwy., SH: 9am-3pm, A: free. Mark, PH: 718-266-1625.

Jul 28 NY, Brooklyn. Comic Book & Collectible Show, Golden Gate Inn. Knapp St. & Shore Pkwy., SH: 9am-3pm, A: free. Mark, PH: 718-266-1625.

Aug 3-4 NY, Massapequa. Comic Book, Sports Card & Memorabilia Show, Sunrise Mall. 479 Sunrise Hwy., SH: Sat. 10am-9:30pm, Sun. 11am-6pm, F: $115. for 1, $220. for 2, $330. for 3, $440. for 4, A: free. Woodwill Corp, PO Box 5186, Hauppauge, NY 11788. PH: 631-582-6137.

Aug 11 NY, Brooklyn. Comic Book & Collectible Show, Golden Gate Inn. Knapp St. & Shore Pkwy., SH: 9am-3pm, A: free. Mark, PH: 718-266-1625.

Aug 25 NY, Brooklyn. Comic Book & Collectible Show, Golden Gate Inn. Knapp St. & Shore Pkwy., SH: 9am-3pm, A: free. Mark, PH: 718-266-1625.

Sep 7 NY, New York City. Collectors Fest Sports Cards, CD's, Records, Tapes, Videos, Mem., Comic Books & More Show, Holy Cross School. 332 W. 43rd St., SH: 10am-5pm, F: $40. for 1, $70. for 2, A: $3. Gary Lyons, PH: 718-972-3872.

Sep 8 NY, Brooklyn. Comic Book & Collectible Show, Golden Gate Inn. Knapp St. & Shore Pkwy., SH: 9am-3pm, A: free. Mark, PH: 718-266-1625.

Sep 13-14 NY, New York City. Big Apple Comic Book, Art & Toy Show, St. Paul Church Auditorium. Columbus (9th) Ave. & 60th St., SH: Fri. 12noon-8pm, Sat. 10am-6pm, A: $6. PH: 718-326-2713 or 201-892-1212.

Sep 21-22 NY, Bayshore. Comic Book, Sports Card & Collectible Show, Westfield South Shore Mall. 1701 Sunrise Hwy., SH: Sat. 10am-9:30pm, Sun. 11am-6pm, F: $115. for 1, $220. for 2, $330. for 3, $440. for 4, A: free. Woodwill Corp, PO Box 5186, Hauppauge, NY 11788. PH: 631-582-6137.

Sep 22 NY, Brooklyn. Comic Book & Collectible Show, Golden Gate Inn. Knapp St. & Shore Pkwy., SH: 9am-3pm, A: free. Mark, PH: 718-266-1625.

NORTH CAROLINA

Jul 6-7 NC, Raleigh. 43rd Toy, Hobby & Comic Book Show, State Fairgrounds-Scott Bldg.1025 Blue Ridge Rd., SH: Sat. 9am-5pm, Sun. 10am-4pm, T: 285-8', F: $45., A: $4., $1. ages 6-12. Inside Pitch, Ray Mozingo, 1400 Fairway Dr., Clayton, NC 27520. PH: 919-553-4285 FAX: 919-553-0896.

Aug 10 NC, Charlotte. 16th Toy, Sports Card & Comic Book Show, Hornets Training Ctr. I-77 SC exit 88, Gold Hill Rd., Ft. Mill, SC, SH: 9am-4pm, T: 225-8', F: $35., A: $5., under 8 free. Inside Pitch, Ray Mozingo, 1400 Fairway Dr., Clayton, NC 27520. PH: 919-553-4285 FAX: 919-553-0896.

Aug 17 NC, Fayetteville. 41st Sandhills Toy & Comic Book Show, Charlie Rose Expo Ctr. Hwy. 301 S., SH: 9am-4pm, T: 225-8', F: $25., A: $4., 12 & under free. Inside Pitch, Ray Mozingo, 1400 Fairway Dr., Clayton, NC 27520. PH: 919-553-4285 FAX: 919-553-0896.

Aug 18 NC, Raleigh. Comix Conv., Four Points Sheraton. 4501 Creedmoor Rd., SH: 10am-4pm, T: 23, F: $70., A: free. Lyn Anderson, PO Box 99201, Raleigh, NC 27624. PH: 919-844-1758.

OHIO

Aug 4 OH, Strongsville-Cleveland. Colossal Sports Card Convention, Holiday Inn. 15471 Royalton Blvd., SH: 10am-4pm, T: 60, F: $50., A: $5. Will Kovach, PO Box 18, Farrell, PA 16121. PH: 724-347-1427 or 216-226-3363.

Aug 18 OH, Columbus. Comic Con, Buckeye Hall of Fame Cafe. 1421 Olentangy River Rd., SH: 10am-4pm, T: 45-6', F: $60., A: $2., 6 & under free. Jeff Harper, 5220 Loma Linda NE, Canton, OH 44714. PH: 330-499-6056.

Aug 25 OH, Akron-Canton. Comic Con, Tadmor Shrine Hall. 3000 Krebs Dr., I-77 exit 120, SH: 10am-4pm, T: 50-6', F: $60., A: $3., 6 & under free. Jeff Harper, 5220 Loma Linda NE, Canton, OH 44714. PH: 330-499-6056.

Sep 8 OH, Mansfield. Comic Books, Toys & Collectibles Show, Richland Co. Fairgrounds. Trimble Rd. Exit off US Rt. 30, SH: 10am-4pm, T: 140-160. Kevin Spore, PO Box 3603, Mansfield, OH 44907. PH: 419-756-3904 or Tim Babcock, PH: 419-884-3253.

OKLAHOMA

Aug 17 OK, Oklahoma City. 20th Annual Toys, Comic Books & Dolls Show, State Fairgrounds-Modern Living Bldg. SH: 9am-4pm, A: $3. Martha Gragg, 5910 NW 56th, Oklahoma City, OK 73122. PH: 405-789-2934. FAX: 405-787-6873.

PENNSYLVANIA

Jul 14 PA, Philadelphia. Comic-Con, Stadium Holiday Inn. 10th St. & Packer Ave. (I-95 exit 19 or I-76 exit 350), SH: 10am-4pm, T: 50-6', A: $3. Derek Woywood, PO Box 313, Clementon, NJ 08021. PH: 856-782-0817.

Aug 18 PA, Philadelphia. Comic-Con, Stadium Holiday Inn. 10th St. & Packer Ave. (I-95 exit 19 or I-76 exit 350), SH: 10am-4pm, T: 50-6', A: $3. Derek Woywood, PO Box 313, Clementon, NJ 08021. PH: 856-782-0817.

Aug 31 PA, Allentown. Lehigh Valley Comic Con, Schnecksville Fire Co. 4550 Old Packerhouse Rd., SH: 10am-4pm, T: 60-8', F: $60. for 1, $50. for 2, $40. for 3, A: $3., 12 & under free. Lance Hawk, 1290 Vermont Ave., Allentown, PA 18103. PH: 610-797-3357.

SOUTH CAROLINA

Aug 10 SC, Fort Mill. 16th Toy, Sports Card & Comic Book Show, Hornets Training Ctr. I-77 SC exit 88, Gold Hill Rd., Ft. Mill, SC, SH: 9am-4pm, T: 225-8', F: $35., A: $5., under 8 free. Inside Pitch, Ray Mozingo, 1400 Fairway Dr., Clayton, NC 27520. PH: 919-553-4285 FAX: 919-553-0896.

TENNESSEE

Jul 27 TN, Kingsport. Comic Book, Sports Card, NASCAR & Toy Show, Civic Auditorium. 1550 Ft. Henry Dr., SH: 9am-5pm, T: 50, F: $35., A: free. Bill Henderson, 346 Fuller Estate Cir., Morristown, TN 37813. PH: 423-581-8386.

Aug 9-11 TN, Morristown. Comic Book, Sports Card & Toy Show, College Square Mall. 2550 E. Morris Blvd., SH: mall hours, T: 50, F: $95., A: free. Bill Henderson, 346 Fuller Estate Cir., Morristown, TN 37813. PH: 423-581-8386.

TEXAS

Jun 29-30 TX, Austin. Collectors Expo, Crockett Ctr. 6301 Hwy. 290 E., SH: Sat. 9am-5pm, Sun. 10am-4pm, A: $3. good for 2 days, under 12 free. Sally Wallace, 6702 Lexington Rd., Austin, TX 78757. PH: 512-454-9882.

Jul 20-21 TX, Dallas. Big D Collectible Show, Mesquite Convention Ctr. Hwy. 635 & Military Pkwy., SH: Sat. 10am-5pm, Sun. 10am-3pm, A: $6. Don Maris, Box 210367, Dallas, TX 75211. PH: 214-339-2935.

Aug 23-25 TX, Plano. Retro TV Show, Convention Ctr. 2000 E. Spring Creek Pkwy., SH: 10am-5pm. PH: 972-578-0213.

VIRGINIA

Jun 30 VA, Woodbridge. Collector's Festival, VFW Post #1503. Minnieville Rd., SH: 10am-4pm, T: 60-6', F: $30. for 1, $45. for 2, A: $1. Joe Musgrove, PH: 703-494-9886.

Jul 28 VA, Richmond. CCC Summer Comic Book Show, Holiday Inn Cross Roads. 2000 Staples Mill Rd., SH: 10am-4pm, T: 30, F: $60., A: $2. Guy Rose, 6413 Old Bern Rd., Chesterfield, VA 23832. PH: 804-796-4903.

Aug 9-11 VA, Lightfoot. Sports Card, Comic Book & Toy Show, Williamsburg Outlet Mall. SH: Fri. & Sat. 10am-9pm, Sun. 1pm-6pm, T: 40-8', A: free. Space Travelers Comics & Promos., Tom, PO Box 1446, Harrisonburg, VA 22803. PH: 540-432-6771.

Aug 23-25 VA, Newport News. Sports Cards, Comic Book & Toy Show, Patrick Henry Mall. Jefferson Ave., SH: Fri. & Sat. 10am-9pm, Sun. 12noon-5:30-pm, T: 40-8', A: free. Space Travelers Comics & Promos., Tom, PO Box 1446, Harrisonburg, VA 22803. PH: 540-828-4866.

Aug 24 VA, Salem. 5th Annual Vintage Comic Book & Collectibles Show, Civic Ctr. 1000 Roanoke Blvd., SH: 10am-5pm, T: 45-8', F: $55., A: $2., under 12 free. Alum Ridge Ind., Roger Mannon, 717 Harris Hollow Rd. SW, Floyd, VA 24091. PH: 540-789-7056 or 745-2127.

Sep 6-8 VA, Harrisonburg. Sports Card, Comic Book & Toy Show, Valley Mall. 1925 Market St., SH: Fri. & Sat. 10am-9pm, Sun. 12noon-5:30pm, T: 40-8', F: $110. for 1, $100. ea. add'l., A: free. Space Travelers Comics & Promos., Tom, PO Box 1446, Harrisonburg, VA 22803. PH: 540-432-6771.

Sep 13-15 VA, Christiansburg. Sports Cards, Comic Book & Toy Show, New River Mall. SH: Fri. & Sat. 10am-9pm, Sun. 1pm-6pm, T: 40-8', A: free. Space Travelers Comics & Promos., Tom, PO Box 1446, Harrisonburg, VA 22803. PH: 540-432-6771.

WEST VIRGINIA

Jul 14 WV, South Charleston. Comic Book Convention, Community Center. 601 Jefferson Rd., I-64 exit 54, SH: 10am-3pm, T: 30-6', F: $50., A: $2., 6 & under free. C&C Comics, Russell Toney, 318 Winfield Rd., Saint Albans, WV 25177. PH: 304-727-5207.

WISCONSIN

Aug 4 WI, West Allis. Cheesehead Comics, Toys & Bowling Conv., Burnham Bowl. 6016 W. Burnham Ave., SH: 11am-4pm, A: $1. Henry, PH: 414-449-1760 or Clayton, PH: 414-328-3675.

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1496	July 19, 2002	June 25, 2002	July 1, 2002
1497	July 26, 2002	July 1, 2002 (M)	July 8, 2002
1498	August 2, 2002	July 9, 2002	July 15, 2002
1499	August 9, 2002	July 16, 2002	July 22, 2002

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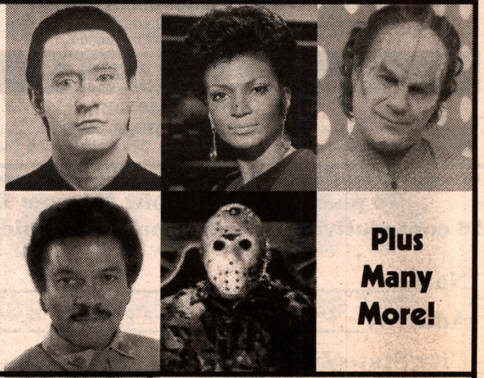

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4131 DC, Wanted
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4151 Disney, Wanted
4156 Distributors
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4181 Foreign, Wanted
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4186 Graded Comics, Wanted
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4191 Harvey, Wanted
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HAVE PEN will draw! Affordable rates for pro work. Payment plan possible. Ex-Marvel artist will draw for you! Contact Ron Fontes at e-mail: critter@gwl.net

4011 ARTISTS WANTED

PUBLISHED WRITER needs professional level artists to work on proposals. Send samples to: John Holland, 1200 Eagle Lake Dr #99, Slidell, LA 70460. JFH1959@aol.com

4050 SMALL PRESS FOR SALE

IF YOU want a copy of my reflection newsletter please send SASE to Artist Robert Clyde Allen, PO Box 488, Spencer, NC 28159. rca_artist61@yahoo.com

COMICS' HARDEST- Working Poet- Walking Man Comics: Aiming at elegance, brevity, wit. Walkingman May Special #41- Along Ascent: 12-pg. minicomics 4/$3 ppd. 123 Elm, Hatfield, MA 01038.

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ARARAT SOCIETY: Noah's Ark- Little known- fact sheet; including location ten cents and LSASE. Edward Ariel Conklin, Jr., 305 Amherst St. #6, Manchester, NH 03104-4904.

KINSHIPS: THE Magazine for people who exist anyway. SF, Fantasy, Comics, Weirdness. Sample issue $4. Rick Silva, 43 W. 41st St. #3, Bayonne, NJ 07002.

TIPPY'S FRIEND Go-Go #6 comic, Monkees on cover, photo, Mint condition, $70. Beautiful! Steve Berdy, 159 W. Sherman Ave, Newark, NY 14513. Phone: 724-748-4980.

4051 SMALL PRESS WANTED

DARK TOWER #2, 3, 4, 5, 7, 8, 11, 12, 13, 14 wanted. Send condition, price, postage. Ivan Martin, 4054 70th St, Urbandale, IA 50322. Email: spideyivan@aol.com

EXPERIENCED INKER. Fast, reliable, low rates. Waiting to hear from you. Larry Blake, 69306 State Route 124, Reedsville, OH 45772. Let's make some great comics!

4101 ARCHIE, WANTED

JOSIE AND The Pussy Cats (Archie '69-'70) #45, #46, #47. J.M., 4726 Russet Lane #210, Skokie, IL 60076. 847-296-9646.

4111 BLACK & WHITE, WANTED

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4120 CLASSIC, FOR SALE

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MEN IN black Aircel #1-3 VF best offer. Bob Ranken, 25012 Wiley, Newhall, CA 91321.

5,000+ COMICS for sale, 90% are 50¢ to $1 ea. All others are 50% and 60% off. Call/ write: Steven Silva, #2211 Sylvan Ct, Kissimmee, FL 34746. 407-343-1480.

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WANTED HARVEY, DC, Gold Key, Charlton, Marvel, Dell, Gladstone, Disney, Archie, Digest, Classic Illustrated, any number! L. Florio, 157 E. Church St, Bergenfield, NJ 07621-1831.

PHILA AREA dealer looking to buy collections of pre-1980 comic books or sports cards. Call 215-947-3498 after 6:00 p.m.

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4128 DARK HORSE FOR SALE/ WANTED

ATTACK OF The Clones #1-4 set, $9 ppd. Catalog of books, comics, magazines, cards for sale/ trade. Andrew Watson, 3030 Buchberger, Wisconsin Rapids, WI 54494.

4130 DC, FOR SALE

DC DIRECT Statues Spectre, Aquaman, Brave and Bold #28. Retail $195. My price $159 ppd. each. Batman Maquette $80 ppd. Order by 7/31. Harper kbaugh@earthlink.net

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NM BRONZE Age Keys: Tarzan 207, Detective 437, Sandman 1 $25 ea; Legion of Superheroes 1, Superboy 197 $18 ea, Secret Origins 1 $28 postpaid. 757-494-7031.

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BATMAN 188 VF-NM $27, 195 VF+ $19, Detective 357 VF-NM $25, 365 VF-NM $35. Add $5. Barry Eller, 309 South Rowan Ave., Spencer, NC 28159.

BATMAN COLLECTION from the 1970s. NM runs of Batman, Batman Family, Detective, Untold Legends, etc. List available. Toth, 247 Lakeview Drive, Smithfield, ME 04978. 207-362-6449.

4131 DC, WANTED

WANTED: JLA #2! I will pay $10 ea. plus shipping for this book. Up to 3 copies. Comicman Rod, PO Box 182, Shoemakersville, PA 19555. Thanks!

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4140 DELL/GOLD KEY/WHITMAN FOR SALE

DELL BEWITCHED 13-14F $18; Dracula 2F and 4F $30; F-Troop 7F $12; Henry Aldrich 1F $25; Hercules Unchained 112/G $10; Neutro 1NM $35. E-mail: yelir3@localnet.com

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SCOOBY DOO (Gold Key) #1. Paying 200% of guide in VF & above. J.M., 4726 Ruset Lane #210, Skokie, IL 60076. 847-296-9646.

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DONALD DUCK #250 Pirate Gold VF $11. Ray Olivieri, 33 Highland Ave., West Seneca, NY 14224-2826. S&H $4. 716-675-8469.

#596, 656, Turok, also #3-23. Tarzan #6, 13, 14, 43-50, 59, 63, 86, 154-178, Buy/ trade. Ed Conklin, PO Box 203, Manchester, NH 03105-0203. 603-668-1389.

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4160 EC, FOR SALE

MAD DISCO 1980 magazine with Mint record fully attached $12 postpaid. Eloy Barrios, 6125 Temple City Blvd, Temple City, CA 91780. 626-286-8638.

4180 FOREIGN, FOR SALE

SPIDER-MAN, DIGIMON, Sailor Moon, Gundam, Dragonball, etc., translated Japanese Manga (comics), miscellaneous B/W's. D. Mark Simpson, 482 Hudson St., Sault Ste. Marie, Ontario, Canada P6C3P5.

4181 FOREIGN, WANTED

SANTOS, ALCALA, Redondo, Nino, Coching wanted. Any comics from the Philippines that feature any of their art from 1950-1970. thejasoomian@yahoo.com

4200 HUMOR/FUNNY ANIMALS FOR SALE

HAHA COMICS #1 G+ $22.50, #2 VG+ $22.50, Giggle #8 VG $10, #9 GVG $8, #19 VG $7.50, #21 FN $10. Postage. Fleckenstein, 1016 Ringwood, Haskell, NJ 07420.

BARNYARD COMICS #1 VG+ $32, CooCoo Comics #4 G $6, #33 VG+ $7.50, Giggle Comics #1 VG $40, $4.50 postage. Fleckenstein, 1016 Ringwood Ave, Haskell, NJ 07420.

4201 HUMOR/FUNNY ANIMALS, WANTED

CASPER FRIENDLY Ghost #1, #20, Funnies #64, (Woody Woodpecker) wanted! J.M., 4726 Russet Lane #210, Skokie, IL 60076. 847-296-9646.

LITTLE MAX comics wanted! Also old Richie Rich low Gracee. Contact: James, PO Box 95975, Hoffman Estates, IL 60195. gqparis@yahoo.com

4210 MARVEL/TIMELY, FOR SALE

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AMAZING SPIDER-MAN #34 GD/VG $15. Defenders annual #1 and giant size Defenders #1-5 only $25 for all 6. Includes postage. Mike Krupp, 3081 Beacham, Waterford, MI 48329.

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DOC STRANGE 2nd Series 1, 2, 4, 17, 25-27, 30-33, 38, 52, 69, 70-72, 75-78 3rd Series, 32-40 $28, includes shipping. Robert Leonardi, 437 Ridgewood Ave, Staten Island, NY 10312.

MARVEL TEAM Up 11, 17-24, 63-74, 76-78, 100, 150 Spider-Man, 2099 1-5, Dreadster 1-40. Bob 718-967-7363.

LOADS OF X-books to sell. Please contact Jim Seeber, 3420 Rork Road, Hastings, MI 49058. 616-948-9806. bandit1207@webtv.net Thanks!

NM BRONZE Age Keys: Avengers 71 $32, Arrgh 1, Mokf $17, Marvel Spotlight 32 $16 ea, Fear 19 $20, Supervillain Team Up 1 $15 postpaid. 757-494-7031.

X-MEN, FF, and X-titles for sale. Many other titles too. E-mail: rocketcomics@hotmail.com with inquiries.

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SPIDER-MAN 1990 6 copies of #4 NM/M $8, Spider-Man 1990 7 copies of #6 NM/M $12. Call Mitch 281-444-6293.

AMAZING SPIDER-MAN #10 Fair tape and 1/2" R corner missing $45. Good reader. Looks better than it sounds. L.B. Smith, PO Box 664, Plover, WI 54467.

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100 ASSORTED Silver Surfer $35, 100 assorted Punisher $30. 100 assorted Avengers $35. 100 assorted FF $35. Todd Franks, 5284 State Road 50, Webster, FL 33597.

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4211 MARVEL/TIMELY, WANTED

PLEASE, GUYS, please: Spidey #120-125, beat-up but readable. Bill Davis, PO Box 9739, PMB #1242, Portland, ME 04104-5039.

WANTED: ALL Select #1, 2, 6, 11. ALl Winner s#6, 19, 21a. Captain America #13, 16, 59, 66, 74, 78. Call Craig 412-422-8215.

4221 SCIENCE FICTION/HORROR WANTED

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4240 UNDERGROUND, FOR SALE

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4260 WESTERNS, FOR SALE

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TOM MIX Western #1 VG/VG+ $85, Western Fighters #1 VG/VG+ $40. Hopalong Cassidy #4 GVG $35. Outlaws #1 VG+ $40, Violent Suggestive Stories, $3.50ppd. Fleckenstein, 1016 Ringwood, Haskell, NJ 07420.

4261 WESTERNS, WANTED

ALL WESTERNS in all grades wanted. We will buy your collection today. Call us at 410-939-8271 or e-mail basmntcomx@aol.com

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BUCK JONES 8, four color 460, wanted. Incomplete copies but with covers considered. Write response to Petterson, 11 South Hill Drive, Essex Junction, VT 05452.

GUNSMOKE WESTERN #s 52, 53, 56, 64 KCO #s 82-90, TGK 52, Rawhide Kid #21, Spider-Man #s 102, 119. Dan 270-683-8908.

GENE AUTRY, Roy Rogers, other popular Westerns wanted. Paying 50% Overstreet Guide. Silvestri, 13550 Del Monte Dr, Seal Beach, CA 90740. E-mail: mrwcomics@aol.com

4300 GOLDEN AGE, FOR SALE

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ALL FLASH #19 VG+ $100! Bob Hope #15 VG/FN $65. Trades? Lavarello, 11390 NW 86th Court, Chiefland, FL 32626. Wants: Real Screen, Mutt 'N' Jeff, more!

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JACKIE ROBINSON #1 (NN) Fine but tape inside cover so $200. Invisible Boy #2 Fine $45. More. L.B. Smith, PO Box 664, Plover, WI 54467.

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ALL- FLASH 10, VG- $140. Price negotiable! Mark Drummond, 1302 North 49th Street, Apt. 10, Omaha, NE 68132. 402-553-5804 after 7 p.m.

SHADOW VOLS #5 Fine $90; Vols #9 Fine $90; Vols #7 Good $30; Tops in Adventure 132pgs. VG/VG+ $65; Ziff-Davis $4.50, +postage. Fleckenstein, 1016 Ringwood, Haskell, NJ 07420.

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GREEN HORNET 4, 7, 14, 18, 23. War Victory 1. All new 13-14. F-Troop 1-2, VG/better. Mark Sossong, 6644 Tanque Verde #105, Tucson, AZ 85715. 520-977-3303.

WILL PAY $25 for color photostat of both sides page 49-50 Master Comics 22. Contact: Tom Miller, 414 North Wyomissing, Shillington, PA 19607. 610-775-1011.

VINCELAVA@INETW.NET BUYING: Little Lulu's, Mutt & Jeff (C.Leon), Fox & Crow, Real Screen, 50% of guide! Write: Lavarello, 11390 NW 86th Court, Chiefland, FL 32626. Enclose SASE.

GOLDEN AGE Comics wanted: Action, Adventure, All-American, All-Flash, All Select, All Star, All Winners, Batman, Captain America, Comics Cavalcade. Call Craig 412-422-8215.

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SGT FURY #4 VG $50; #16 Fine $17; Wierd War #7 $7, #16 $5. Manthing 1-22 VF $60. L.B. Smith Box 664 Plover WI 54467.

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CGC 9.4 Beware The Creeper #1, off white to white pages, $275. Mike 650-321-6314 or mike@ragnarokcapital.com

SHOWCASE #34 VG $190, #35 VF $360, #36 VF $275, Atom #1 F+ $200, #2 VF $150, #3 F $55. David Benzing 315-342-3599, 4-10 p.m.

AMAZING SPIDER-MAN #78, #85, VF $20 each. Also #111, #145, #162, VF, $15 each. Call Tim after 3:30, 817-732-6866.

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ADVENTURES INTO The Unknown American Comics Group 153-174 VG to Fine $8 each. P&I $4. Donald Whyte, 46 Greenwood Place, Buffalo, NY 14213-1424. 716-882-2875.

MARVEL AND DC comics for sale/trade. Silver Age to Modern. SASE. Frank Campbell, 3008 Oakhurst, Austin, TX 78703. E-mail: docsavag@swbellnet

2002 E3 special edition promo comicx xbox Quantam Redshift, Medina art, very limited, only $5 each postpaid. Serge Fidlon, 6245 Wynne Ave, Tarzana, CA 91335.

RISING STARS #1/2, 4, 5, 7-18, all NM $32. Aria #1, 2 NM $10. Wally Stoelting, 5824 Winamac Lake Dr., 2-A, Mishawaka, IN 46545.

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Comments on *Comic Wars*

By **Peter David**

Lately it almost seems as if the comics industry itself has become more interesting than a lot of the comic books being published, as a slew of non-fiction tomes are coming to bookstores. Curiously, they're all about Marvel, as if DC, Image, and the rest aren't sufficiently intriguing to warrant behind-the-scenes tell-alls. This might actually be considered something of a relief by the less publicity-craving personnel at DC.

Already hitting the stands is Stan Lee's autobiography *Excelsior!* I have a copy but haven't read it yet. Sailing rapidly toward us over the horizon is *Fan Boys and Bad Girls: Bill and Joe's Marvel-Ous Adventure*, the hotly anticipated work that is already winner of the coveted, "What, you mean that solicitation was *serious?* It's *an actual book?*" award. A friend of mine who has read it told me, with a small amount of glee, "There's enough material in it to give you column fodder for a month." I don't know that I'd *want* to get a month's worth of columns out of it, but it's comforting to know it's there, if I need it. I haven't got a copy of that one yet.

What I *have* gotten, and even actually read with my very own beady little eyes, is *Comic Wars.* Written by Dan Raviv, it sports an Amanda Conner cover depicting Ronald Perelman and Carl C. Icahn in a literal *mano a mano* tussle while assorted heroes and bankers look on, and Spider-Man informs us that the book is about "How Two Tycoons Battled over the Marvel Comics Empire ... and Both Lost." Anyone who claims you cannot judge a book by its cover has never seen this book.

It's truly amazing to think that the struggle between corporate giants that fans suffered through month after agonizing month for years that seemed like decades has now become the stuff of its very own history book.

The book starts off with a handy three-page summary of all the players in the little game of insanity that was the Marvel power struggle. You can meet again (for the first time) Ronald O. Perelman, his deputies, and the revolving door of executives who came and went as Marvel went through its assorted transitions, such as Scott "Blink and You Missed Him" Sassa. Also meet Carl C. Icahn and his associates, including Joseph Calamari, Icahn's choice of CEO, who was the only participant in the free-for-all to be making a return engagement. Spend time with Isaac (Ike) Perlmutter and Avi Arad, the Toy Biz overseers who kept extolling the virtues of the characters to people who were investing millions upon millions of dollars in a comic-book company without having ever read a single comic book.

You have to love the names. Perelman — the man of Pearls, making a profession of turning companies into shells while pulling out pearls for himself. Icahn — the financial and corporate Icon (or, if you prefer, "I, Con man"), the classic shark and corporate raider. There hasn't been this Dickensian a group of names since Lorena and John Wayne Bobbitt.

Raviv starts the narrative with the gathering of storm clouds, as Perlmutter goes to Perelman's townhouse to inform him that it looks as if Marvel might well be heading for bankruptcy. Perelman reacts to this news in a manner evocative of Mr. Ismay in *Titanic* incredulously saying, "But this ship can't sink," with Perlmutter as Mr. Andrews (you know, the guy from *Alias*), saying, "She's made of iron, sir. I assure you, she can ... and she will. It's a mathematical certainty." We also get our first view of the visionary conviction provided by Perlmutter (and Arad), as he tries to convince Perelman of the lucrative potential in toys and movies, with Perelman deputy Howard Gittis saying dismissively, "What should we care about *action figures?*" And a subsequent pitch session from Arad on the potentials of film ends with Perelman "leaving Ari to think that he might have scored some points for Spider-Man and his friends. But the Wizard of Wall Street had long before concluded that selling junk bonds to investors was far more profitable than selling movie tickets to teenagers."

Raviv then takes us step by step through the confusing, Byzantine, and oftentimes frustrating acquisitions, losses, and struggles surrounding those torturous years, when it seemed as if the whole industry might collapse. And make no mistake: Perelman, Icahn, *et al.*, did, indeed, hold the entirety of the industry in their grasp. If Marvel Comics had ceased publication — a closer shave than we might have suspected on several occasions — how long do you think various stores would have lasted with that abrupt loss in income? I mean, look at the number of retailers who had to fold up shop simply because Marvel's catastrophic self-distribution plan caused its discount levels to drop. For that matter, how much of an impact would such a loss have had on Diamond (the official one basket in which all our distribution eggs are stored), if its accounts started folding with gobs of money owed?

Raviv lays it out with an attention to detail and easy-to-digest style that's ideal for business boneheads such as myself who don't know a junk bond from James Bond. The chapter headings are taken directly from assorted Marvel Comics (each referenced page dutifully reproduced) and are hilariously appropriate. (A chapter focusing on Icahn's moves to snap up Marvel is titled, *"Duel to the Death with the Vulture!"* while a later chapter about Marvel's resurgence and the rise of Bill Jemas is billed as *"Captain Marvel, Back from the Dead!"* ... which is pretty ironic, all things considered.)

I have to admit, the one thing that kind of bugged me was Raviv's inordinate (to me) focus on the Jewishness of a number of the participants. The concept of money-grubbing Jews is a pernicious enough one as it is; yet *Comic Wars* never misses an opportunity to focus on the Judaism of Perelman, *et al.* Arad and Perlmutter are repeatedly referred to as "the Israelis" or even simply "Avi and Ike." No other participants are called "the Americans." Every other personage in the book is referenced by their surnames, except for "Ike and Avi," who apparently don't rate highly enough to receive the same courtesy. The rest of the participants in the drama could be Catholic, Protestant, Hindus ... we don't know. It's never spelled out. We don't find out if Joe Calamari had an Easter Egg hunt or if Judge Roderick McKelvie went to church on Good Friday. Only the Jewishness of various players, most of whom are trying to gut Marvel, is emphasized. In a word: Oy.

Is the author being anti-Semitic? With a name like "Raviv," and a list of credits that includes *Friends in Deed: Inside the U.S.-Israel Alliance,* and *Every Spy a Prince: The Complete History of Israel's Intelligence Community,* both written in conjunction with Yossi Melman? Nah, it's not anti-Semitic. It is, however, damned irritating.

The book was written before *Spider-Man* hit the movie theaters, so it's interesting to see the amount of foresight displayed by Arad, whose refrain throughout the book that a Spidey film would succeed falls almost entirely on deaf ears. However, it is my suspicion that the film owes at least a portion of its record money-making levels to the events of Sept. 11. I've no way of proving it, but my theory is that it was the right film at the right time. I think it was the equivalent of comfort food: Americans subconsciously took tremendous satisfaction in a film depicting a bigger-than-life hero keeping New York City safe from a lunatic. Between scenes of New Yorkers fighting back *en masse* against The Goblin and, later on, Spidey perched on the American flag, it just doesn't get more "All's Right with the World" than that. Arad couldn't have foreseen the circumstances that would elevate the film into the stratosphere; nevertheless, his faith in the characters was fulfilled.

Even more revelatory, in addition to the blow-by-blow battle of egos between Perelman and Icahn, is the realization that, if Marvel had never filed for bankruptcy, the film might never have been made. Marvel lawyer Carole Handler, in trying to unsnare the morass of legal tangles over film rights, discovered that movie producer Menachem Golan's people (the first ones to purchase the rights) had never properly registered the rights sales with the U.S. Copyright Office. Pouncing on the opening, Handler successfully argued that, under bankruptcy law, "any interest that is not registered and absolute (an 'unperfected interest') must be returned to the bankrupt estate. Handler felt she had exposed a stupid omission by movie studio lawyers. Marvel's demand to regain the *Spider-Man* movie rights should have been granted forthwith in 1997, and now in 1999 it was. The long battle was over. Spider-Man's spiritual home, Marvel, had triumphed."

I don't know how much Marvel was paying Carole Handler, but, with the movie approaching $400 million at the box office, however much it was, it wasn't enough. Everyone who liked the film should send her a bouquet of flowers or something. And Avi Arad should give her a Porsche. Just think: Without the bankruptcy situation, for all we know Marvel might not have been able to make such a clear and unvarnished claim. I know every cloud has a silver lining, but who'd have thought that the bankruptcy cloud's lining would be 24-Karat gold?

Comic Wars. A fascinating look into a time of Marvel's corporate existence, when everyone knew that the moves the participants were making were dead wrong — everyone, that is, except the insufferably egotistical participants, who were smug in their world of townhouses and junk bonds. Highly recommended. ✦

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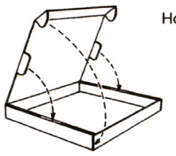

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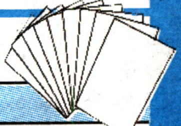

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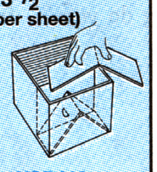

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25	112.00
50	195.50
100	283.80 + Frt

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Holds up to 200 Comics.

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10	35.90
25	74.20
50	110.00+ Frt
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$7^3/_4 \times 11 \times 26$
Holds up to 300 Comics.

2	$13.40
5	29.20
10	58.30
25	117.05
50	155.65+ Frt
100	275.00+ Frt

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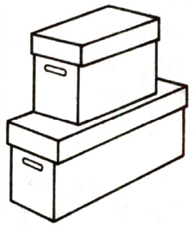

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